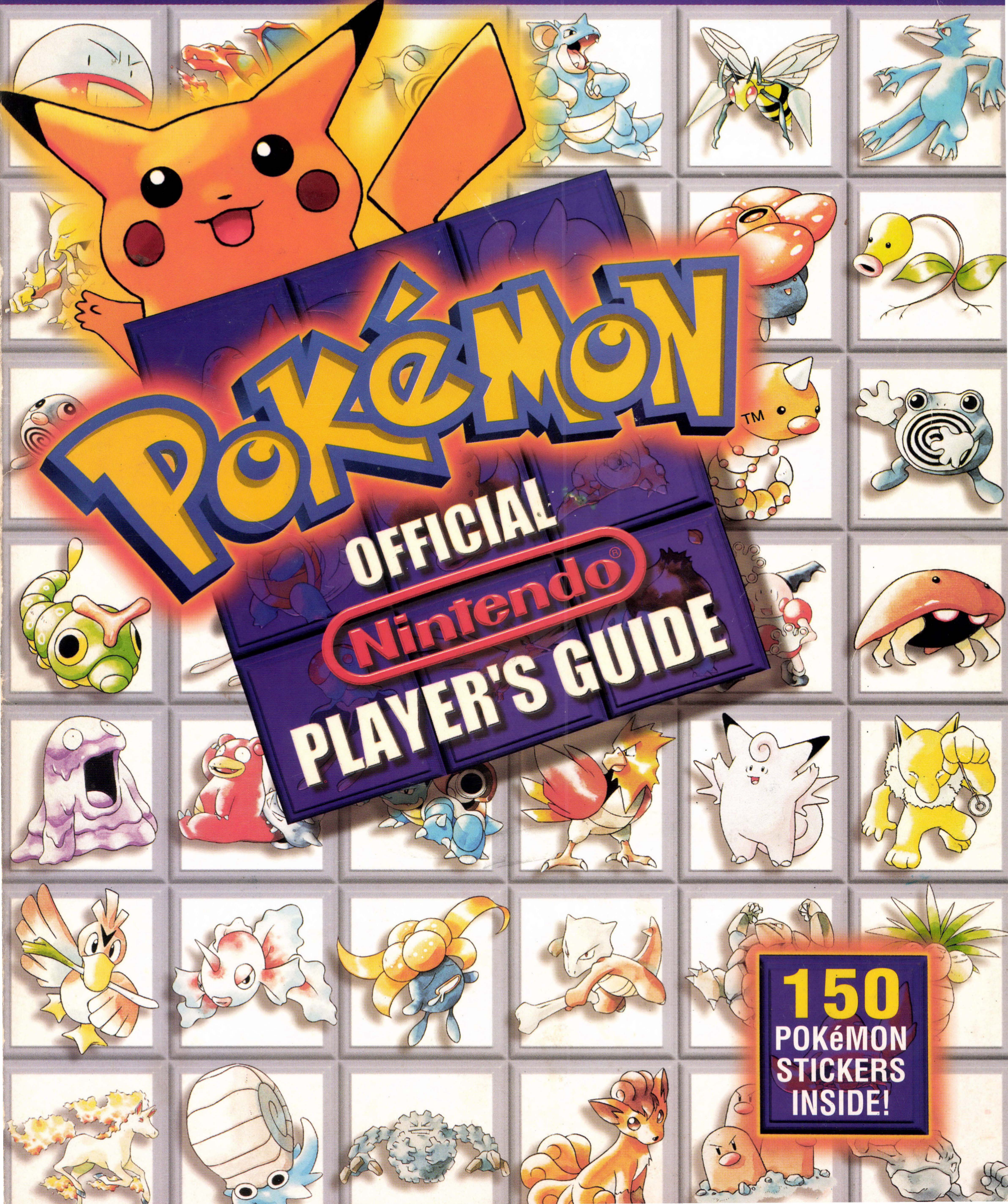
The OFFICIAL Guide from the pros at NINTENDO POWER®



POKéMON™

OFFICIAL Nintendo® PLAYER'S GUIDE

150 POKéMON STICKERS INSIDE!

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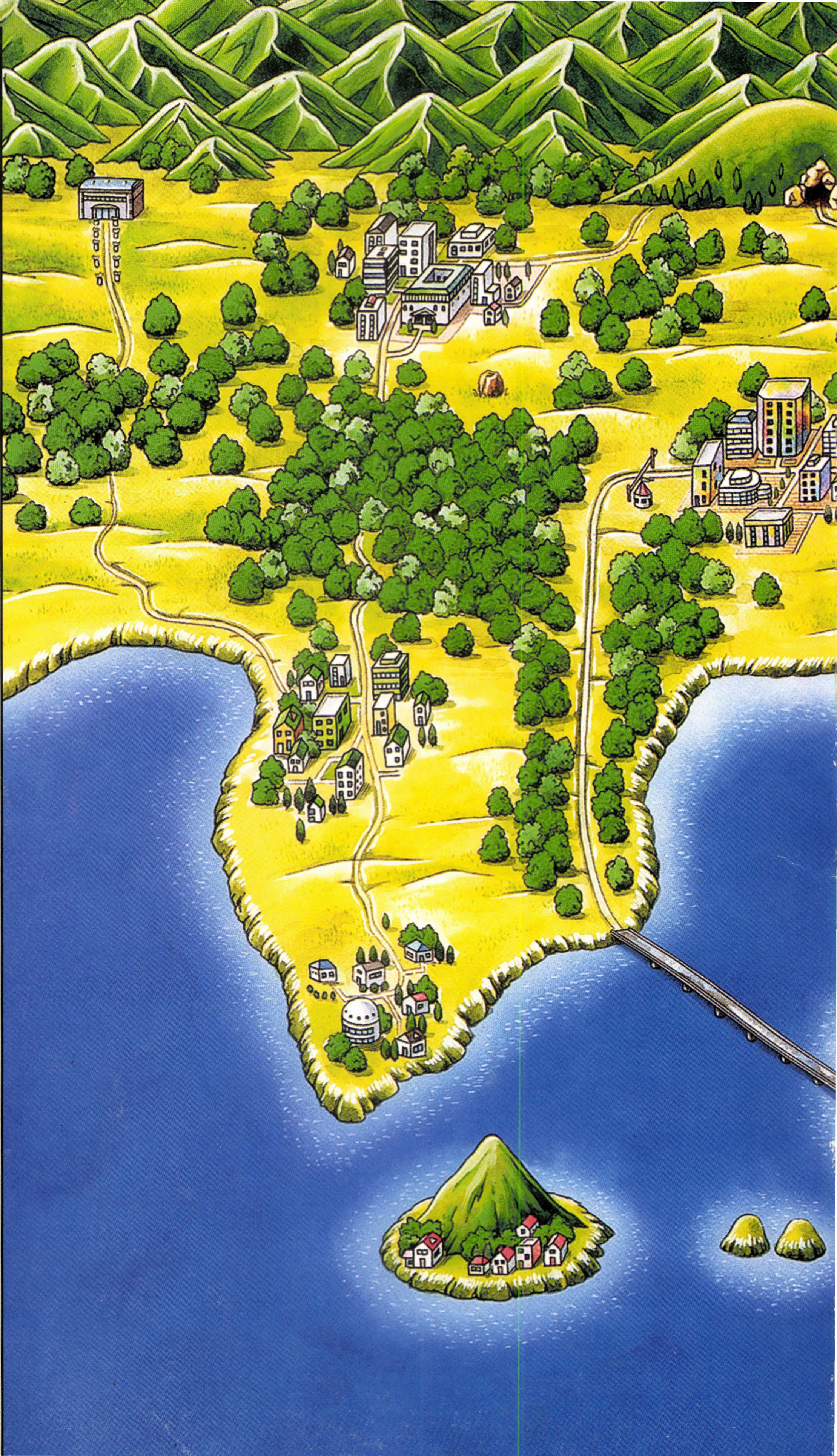
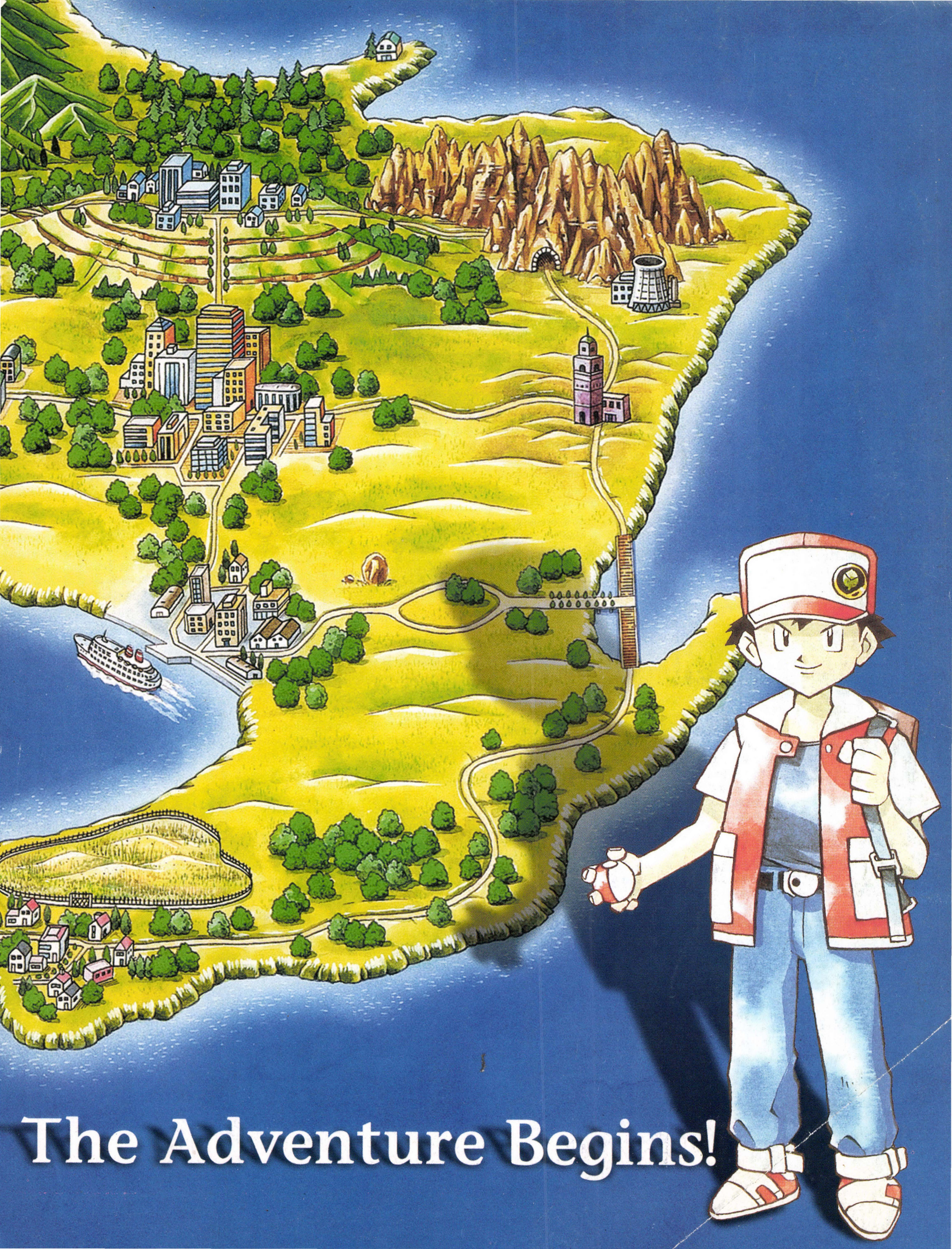
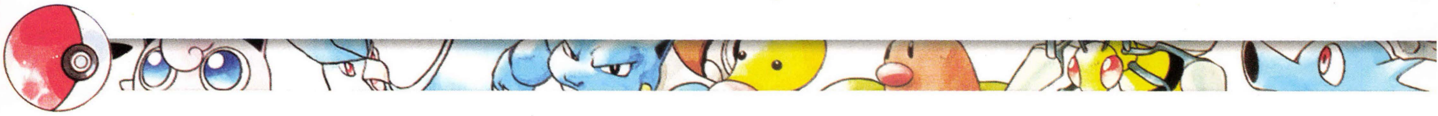




The Adventure Begins!



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The road to becoming the World's Greatest Pokémon Trainer is not an easy one, but we'll be there to help and guide you every step of the way. Join us as we explore the amazing and wondrous world of Pokémon!

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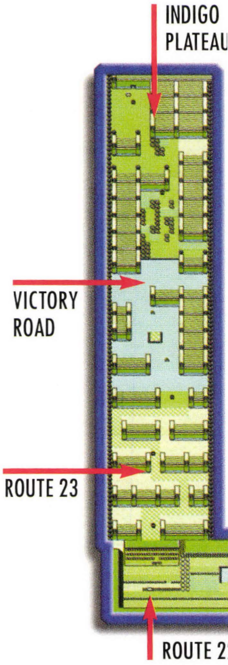

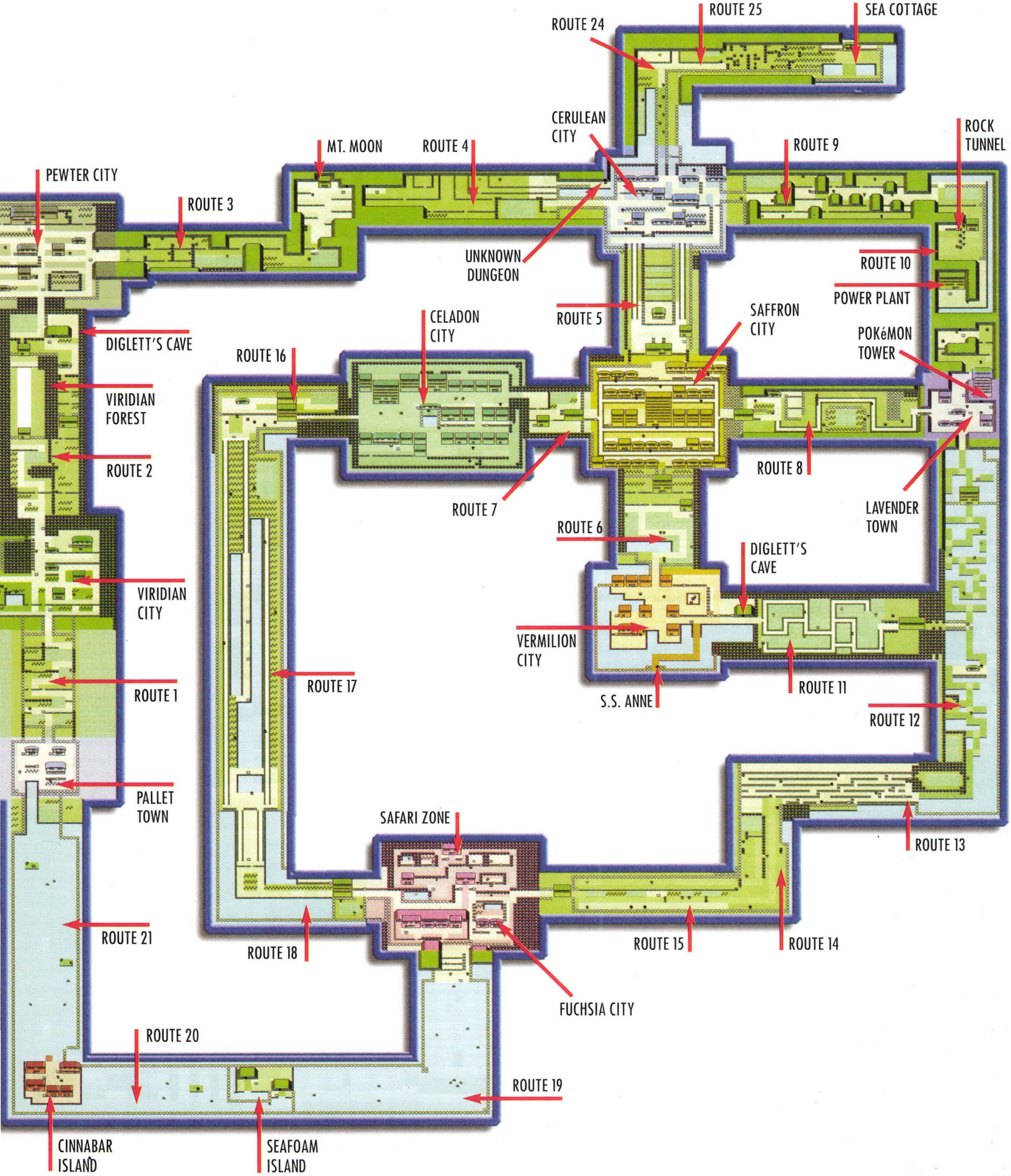
ROUTE 24
ROUTE 25
SEA COTTAGE
CERULEAN CITY
MT. MOON
ROUTE 4
ROUTE 9
ROCK TUNNEL
PEWTER CITY
ROUTE 3
UNKNOWN DUNGEON
ROUTE 10
POWER PLANT
CELADON CITY
ROUTE 5
SAFFRON CITY
POKéMON TOWER
DIGLETT'S CAVE
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LAVENDER TOWN
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SAFARI ZONE
ROUTE 13
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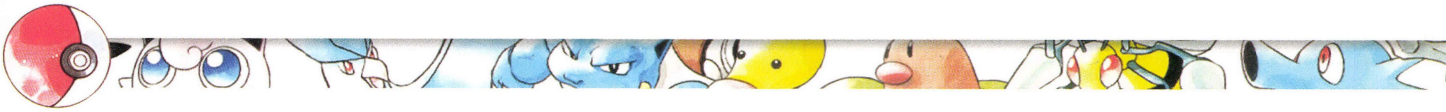
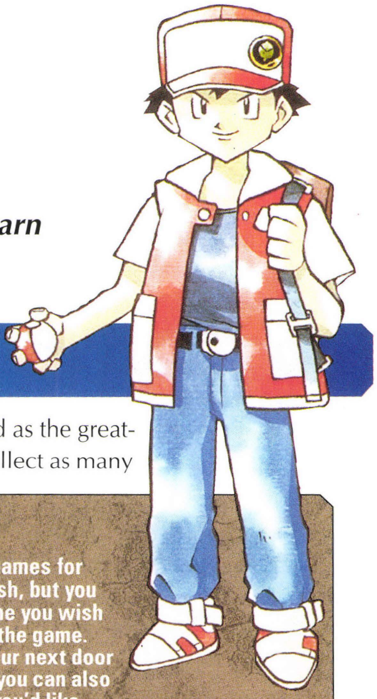
ROUTE 18
ROUTE 15
ROUTE 14
FUCHSIA CITY
ROUTE 20
ROUTE 19
CINNABAR ISLAND
SEAFOAM ISLAND



The World of Pokémon

To become the World's Greatest Pokémon Trainer, you must first learn everything there is to know about these amazing creatures.

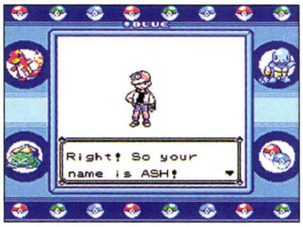


YOUR ADVENTURE BEGINS

As Ash, a young teen from the small village of Pallet Town, your ambition is to be recognized as the greatest Pokémon trainer the world has ever seen. Aided by the kindly Professor Oak, you must collect as many Pokémon as you can, caring for and training any that you capture. Along the way, you must also battle against rival trainers and unravel a dark mystery involving Team Rocket, an evil society of Pokémon trainers bent on controlling all Pokémon and, ultimately, the world!

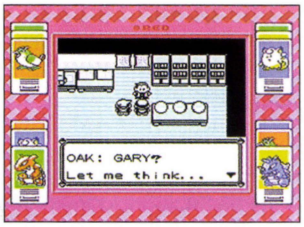
Ash

One of the default names for your character is Ash, but you may create any name you wish at the beginning of the game. Your main rival is your next door neighbor, Gary, but you can also give him any name you'd like.



Right! So your
name is ASH!

When you begin a game, you can give your character any name you wish, up to seven letters long.

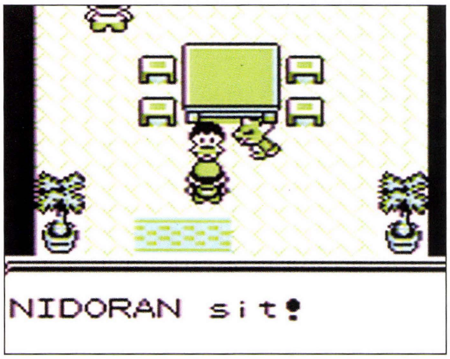


OAK: GARY?
Let me think...

The Super Game Boy displays a red or blue border, depending on the version of the game you have.

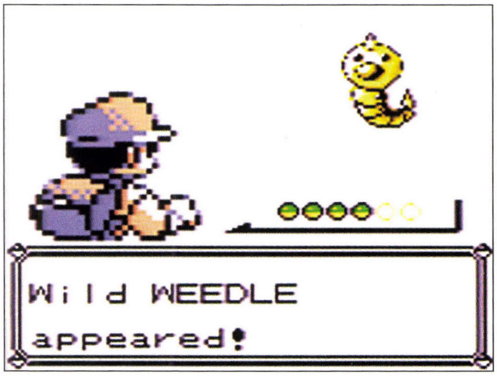
WHAT ARE POKéMON?

Pokémon are found throughout the world and come in many shapes and sizes. Though they are wild creatures, once they are captured, they can be tamed and trained. If cared for properly, Pokémon can be used in duels against other Pokémon. They are quite intelligent, however, and do not respond well to inexperienced or harsh trainers. If a novice trainer tries to use a high-level Pokémon in combat, the Pokémon may disobey orders or even go to sleep in the middle of the battle! Keep in mind that Pokémon see their trainers as companions or even friends, but not as masters.



NIDORAN sit!

Pokémon may disobey orders from inexperienced trainers. To prove yourself to your Pokémon, you must win certain badges from rival trainers.

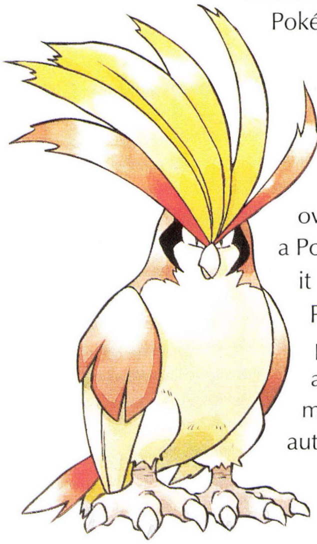


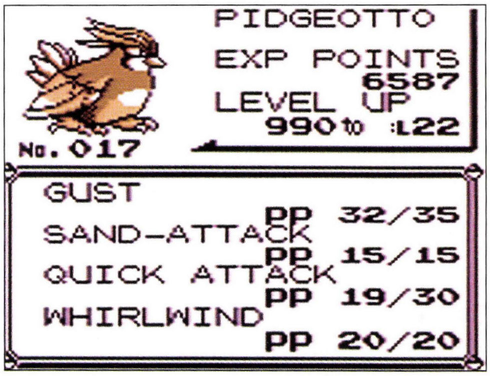
Wild WEEDLE
appeared!

There are 150 different Pokémon in the world, and each one is more amazing and wondrous than the last.

HIT & POWER POINTS

A Pokémon's health is measured in Hit Points, or HP. As a Pokémon takes damage, its HP meter records every hit. You can use various items to refill a Pokémon's HP meter, but once it reaches zero, a Pokémon faints. It must then be revived with a special item or treated at a Pokémon Center. A Pokémon's abilities, on the other hand, are fueled by Power Points, or PP. Each time a Pokémon launches an attack or a defensive move, it uses one Power Point. Each ability has its own PP meter, and once all the points are used up, a Pokémon cannot use that ability again until you give it more PP or it rests at a Pokémon Center. If your Pokémon has no PP left at all, it is still not completely defenseless. If your Pokémon's back is up against the proverbial wall, choose the Fight command anyway, and it will use the Struggle ability automatically. This normal attack deals some damage to the opposing Pokémon, but it also damages your Pokémon at the same time.





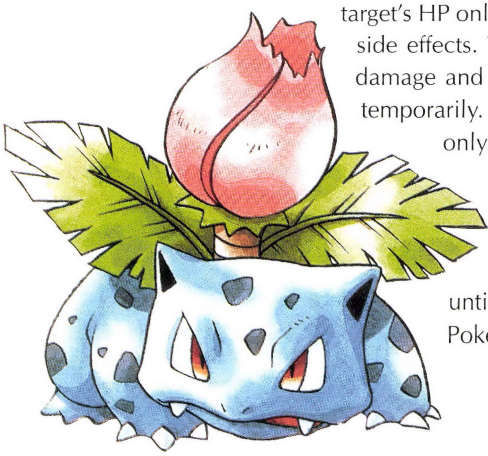
PIDGEOTTO
EXP POINTS
6587
LEVEL UP
990 to :L22
No. 017

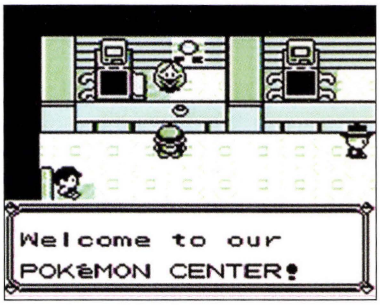
GUST
PP 32/35
SAND-ATTACK
PP 15/15
QUICK ATTACK
PP 19/30
WHIRLWIND
PP 20/20

As you can see from this screen, this Pidgeotto can store up to 35 PP for its Gust attack. So far, it has used three of the 35 points.

SPECIAL ATTACKS, SPECIAL EFFECTS

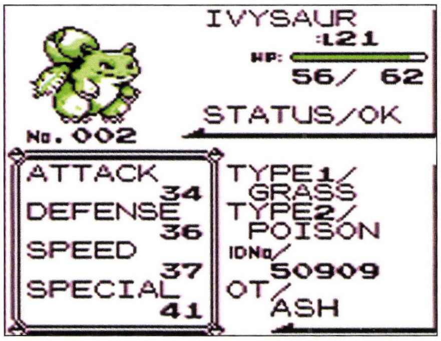
A Pokémon is rated in four areas: Attack, Defense, Speed and Special. The Special rating refers to a Pokémon's skill at using special attacks and abilities. Normal attacks reduce a target's HP only, but special attacks also may cause special side effects. The Bubble attack, for example, will cause damage and sometimes reduce the target's Speed rating temporarily. Other abilities may have a special effect only. Confusion, for example, doesn't cause any damage, but it may Confuse an enemy temporarily and make it unable to attack or defend. Some side effects last until the battle ends, while others, like Poison, last until they are cured with an item or treated at a Pokémon Center.





Welcome to our
POKéMON CENTER!

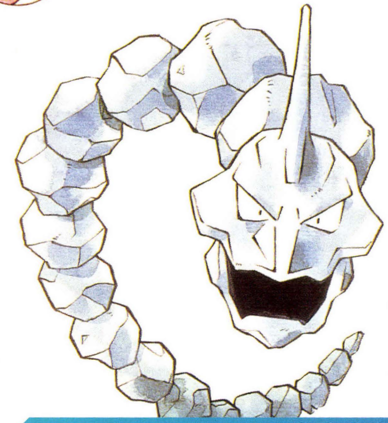
Some attacks cause side effects, like Poison. These conditions last until you cure them with an item or with treatment at a Pokémon Center.



IVYSAUR
:L21
HP:
56/ 62
STATUS/OK
No. 002

ATTACK
34
DEFENSE
36
SPEED
37
SPECIAL
41

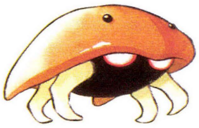
TYPE1/
GRASS
TYPE2/
POISON
IDNo/
50909
OT/
ASH



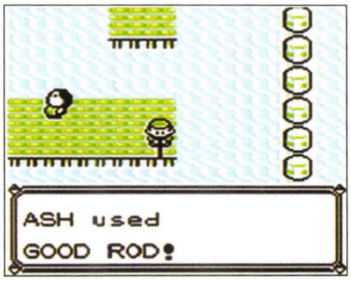
A Craze For Collecting

Defeating other Pokémon in battle is elementary, but actually capturing wild Pokémon takes some finesse. Here are the finer points of collecting them.

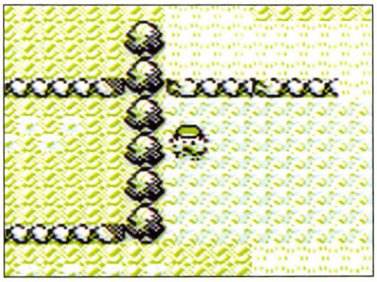
GRASSLAND GROOVE



During your adventure, you do battle against both wild Pokémon and tame Pokémon used by trainers, but you can capture wild ones only. To find a wild Pokémon, walk through grassy areas until one challenges you. When that happens, the game switches automatically to the battle screen. Some Pokémon live in water, and you can use various fishing rods to find them.

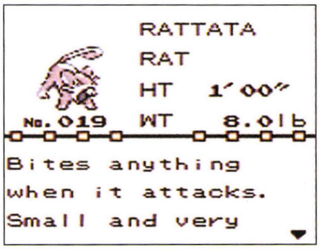


ASH used
GOOD ROD!



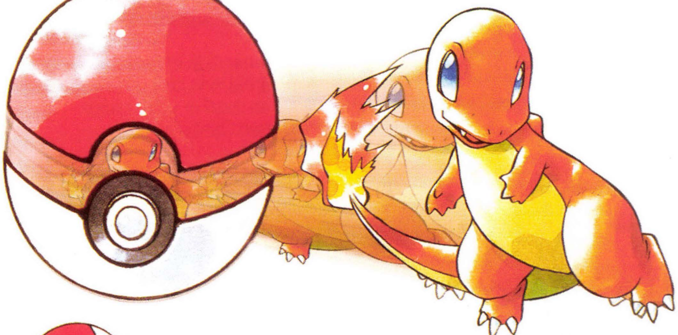
COMBAT & CAPTURE

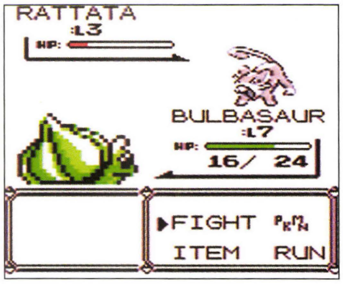
If you drain all of a Pokémon's HP in combat, it will faint, and you won't be able to capture it. To actually catch a Pokémon, you must first drain some, but not all, of its energy. You must then use a device called a Poké Ball, which closes around the Pokémon, capturing it. A Poké Ball is not foolproof, and even if a Pokémon has lost most of its HP, it may still break free. Pokémon with higher experience levels require stronger Poké Balls, and as the game progresses, you can buy Super Balls and Ultra Balls. The strongest ball is called the Master Ball, but there is only one in the game, and it would be best to save it for a very special Pokémon.



RATTATA
RAT
HT 1′00″
No. 019 WT 8.0lb
Bites anything
when it attacks.
Small and very

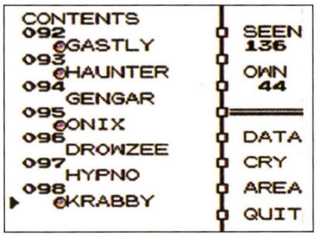
You can carry up to six Pokémon. Any others are placed automatically in a special storage system. Stats and other data can be reviewed with a portable computer called a Pokédex.





RATTATA
:L3
HP:
BULBASAUR
:L7
HP:
16/ 24
▶FIGHT PKMN
ITEM RUN

You must drain most of a Pokémon's HP before using the Poké Ball; otherwise, your target may break free.



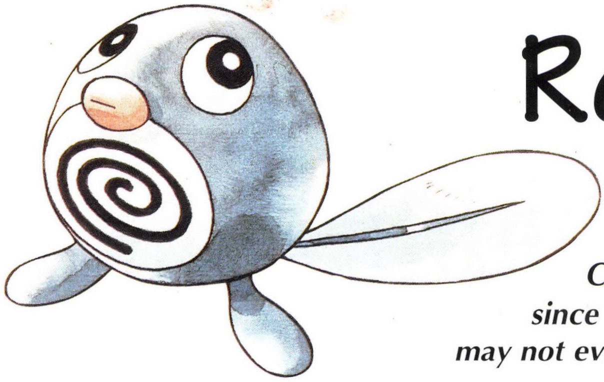
CONTENTS
092 GASTLY
093 HAUNTER
094 GENGAR
095 ONIX
096 DROWZEE
097 HYPNO
098 ▶KRABBY

SEEN 136
OWN 44

DATA
CRY
AREA
QUIT

Poké Ball

There are five types of Poké Balls in all: regular Poké Balls, Super Balls, Ultra Balls, Safari Balls and Master Balls. There is only one Master Ball in the game, and Safari Balls can be used in the Safari Zone amusement park only.

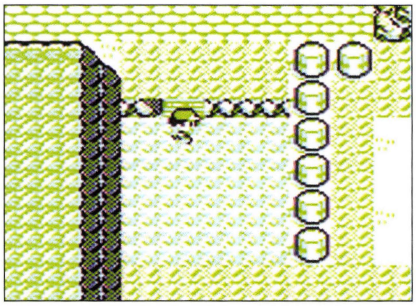


Red Version, Blue Version

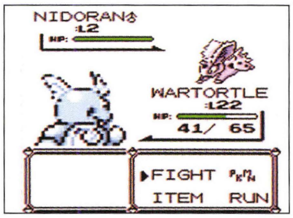
Collecting all 150 Pokémon is quite a task, especially since some Pokémon are very rare. In fact, some Pokémon may not even be in your Game Pak...

PICK OF THE PAKS

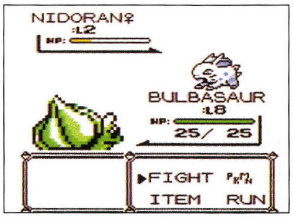
Most Pokémon can be found in specific areas only, and some Pokémon are rare and difficult to find. In fact, you won't be able to capture some Pokémon at all. There are two versions of the Pokémon game, a Red version and a Blue version. Both versions contain the same game, but each has a slightly different set of Pokémon. The various Pokémon also appear in different ratios in each version. For example, in the Red version of the game, Nidoran ♂ is more common than Nidoran ♀. In the Blue version, Nidoran ♀ is easier to find.



RED

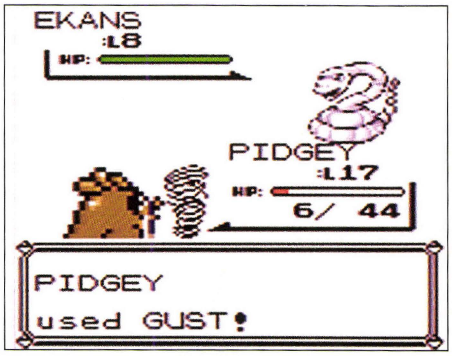


BLUE



LOOK BUT DON'T TOUCH

In both versions of the game, a few Pokémon appear as opponents in duels but not in the wild. You can't capture another trainer's tame Pokémon, of course, but at least you can see these rare specimens in combat. These "look but don't touch" Pokémon differ from version to version, and we've listed them below. We've also listed the Pokémon that don't appear in the wild in either version. You must obtain them through evolution.



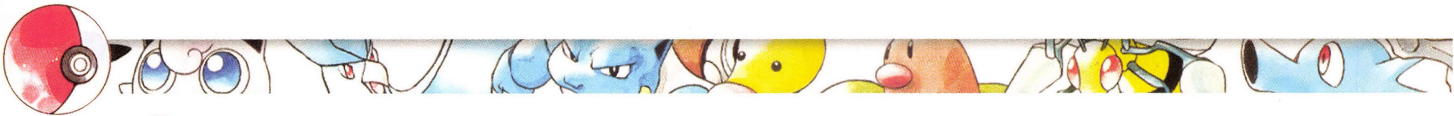
PIDGEY
used GUST!

BLUE VERSION

None	Duels Only	
SCYTHER	EKANS	ARBOK
ELECTABUZZ	MANKEY	PRIMEAPE
	ODDISH	GLOOM
	VILEPLUME	GROWLITHE
	ARCANINE	

RED VERSION

None	Duels Only	
PINSIR	SANDSHREW	SANDSLASH
MAGMAR	MEOWTH	PERSIAN
	BELLSPROUT	WEEPINBELL
	VICTREEBEL	VULPIX
	NINETALES	

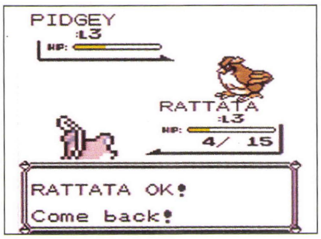


Evolution Made Easy

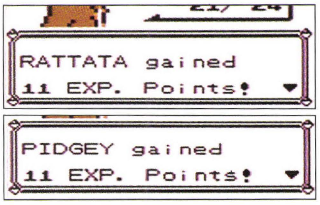
Many Pokémon evolve into new forms, and you can trigger a change by gathering experience points, using special items or trading. No matter the method, though, the results are usually spectacular.

PASS THE POINTS

You can carry up to six Pokémon at a time, and any or all of them can participate in duels with trainers or battles with wild Pokémon. When an enemy Pokémon faints, each of your Pokémon that took part in the battle is awarded experience points. For example, if defeating a wild Pidgey is worth 22 experience points, and one of your Pokémon fought the battle, it receives all 22 points. If two participated, they each receive 11 points, and so on.



RATTATA OK!
Come back!



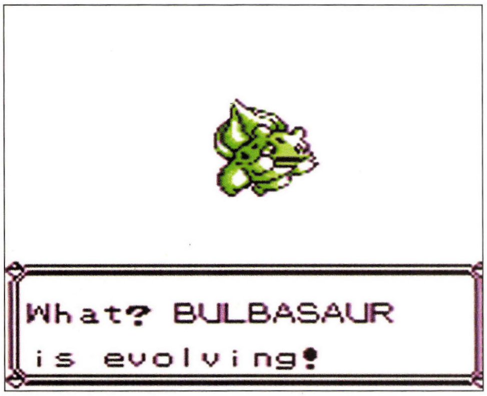
RATTATA gained
11 EXP. Points!

PIDGEY gained
11 EXP. Points!

Only Pokémon that actually fight are awarded points. The tougher the enemy, the more points you win.

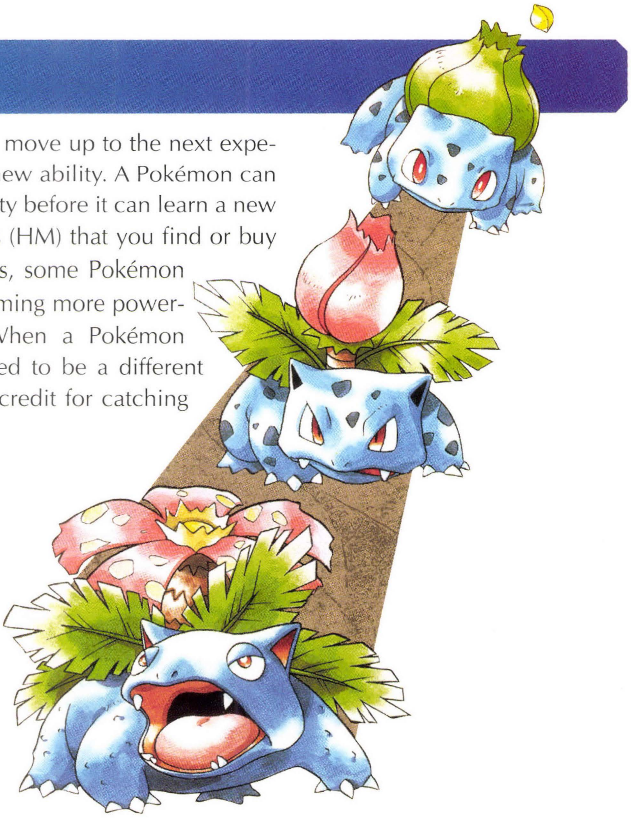
ABILITIES & EVOLUTION

As a Pokémon gains experience, it eventually gathers enough points to move up to the next experience level. At certain levels, a Pokémon is given a chance to learn a new ability. A Pokémon can remember only four abilities at a time, so it may need to discard an ability before it can learn a new one. You can also use Technical Machines (TM) and Hidden Machines (HM) that you find or buy to teach certain Pokémon new abilities. Besides learning new abilities, some Pokémon also evolve into different forms at certain experience levels, often becoming more powerful in the process. When a Pokémon evolves, it is considered to be a different creature, and you get credit for catching another Pokémon.



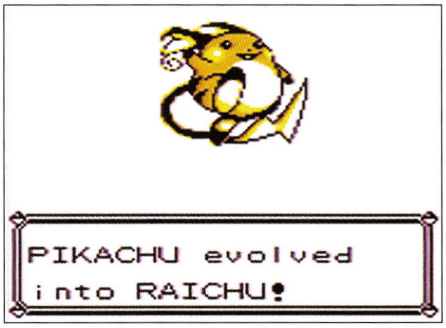
What? BULBASAUR
is evolving!

While a few Pokémon don't evolve at all, many evolve when they reach certain experience levels.



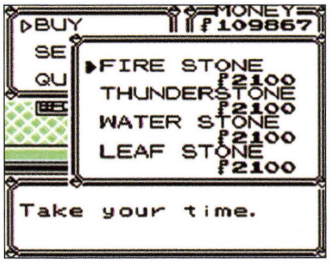
EVOLUTIONARY ITEMS

Building experience is not the only way that Pokémon evolve. Some of them change when they are exposed to certain stones with special elemental powers. For example, the first special stone that you find is the Moon Stone. If you use the Moon Stone on a Jigglypuff, it evolves into a Wigglytuff. The change is instantaneous, and the experience level of the Jigglypuff doesn't matter. There are five special stones, including the Moon Stone, Fire Stone, Thunder Stone, Leaf Stone and Water Stone. Keep in mind that each stone works on certain Pokémon only.



PIKACHU evolved
into RAICHU!

If Pikachu is exposed to the Thunder Stone, it evolves immediately into Raichu, no matter what its experience level is.



▷BUY
SE
QU

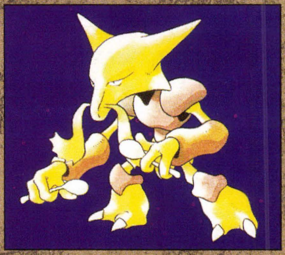
MONEY
₽109867

▶FIRE STONE ₽2100
THUNDERSTONE ₽2100
WATER STONE ₽2100
LEAF STONE ₽2100

Take your time.

Trading Up

As we mentioned before, you can trade Pokémon with other players. (This requires two Game Boys, two Game Paks and a Game Link Cable.) In fact, a few Pokémon can't evolve until they are traded to another Game Pak. For example, if a Kadabra is traded, it transforms into the more powerful Alakazam. Kadabra doesn't have to be at any particular experience level for this to happen. The Pokémon Trainer's Manual, which begins on page 15, includes a short description and an artist's interpretation of each Pokémon. If a Pokémon can be obtained only through evolution or trading from one Game Pak to another, its picture is enclosed in a blue box.

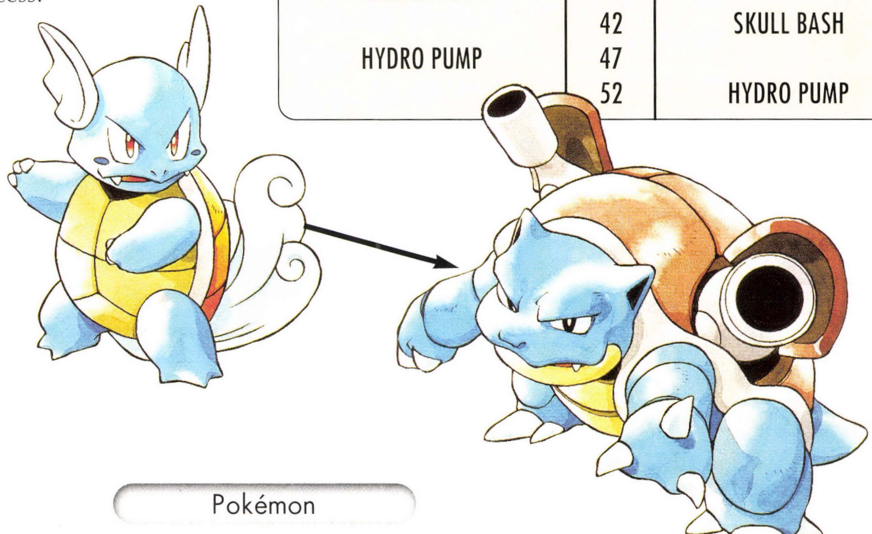


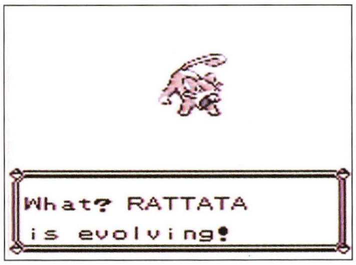
#65 ALAKAZAM
TYPE: PSYCHIC

STOP THE PRESSES!

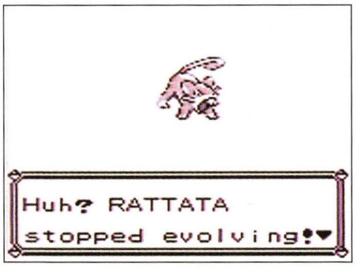
While evolution is usually a good thing, there are times when you may want to keep a Pokémon the way it is. Perhaps you already have one of whatever your Pokémon is going to become, or, as shown in the chart below, the supposedly "less evolved" Pokémon learns certain attacks earlier than the next creature. To keep your Pokémon in its current form, press B before the transformation is complete to cancel the process.

Wartortle	Lev.	Blastoise
BITE	24	
WITHDRAW	31	
SKULL BASH	39	
	42	SKULL BASH
HYDRO PUMP	47	
	52	HYDRO PUMP



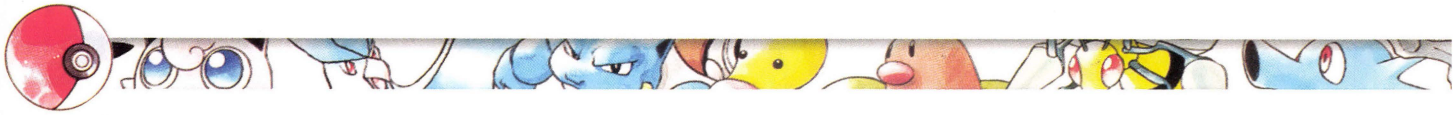


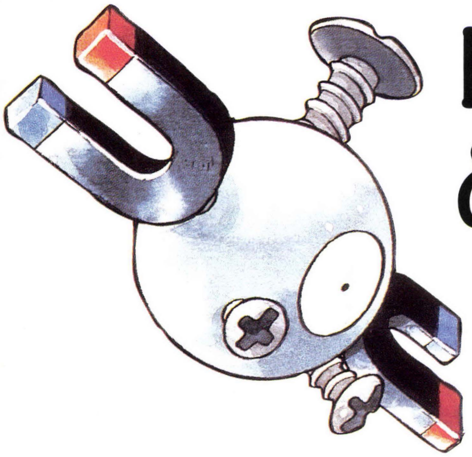
What? RATTATA
is evolving!



Huh? RATTATA
stopped evolving!▼

If you don't want your Pokémon to evolve, press B before the change is complete. This works only when a Pokémon is evolving through experience points.



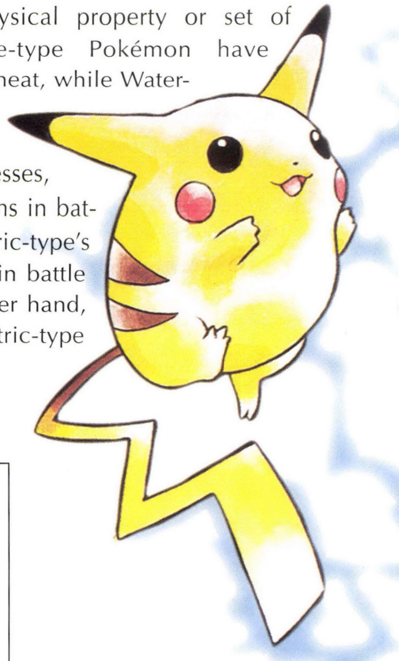


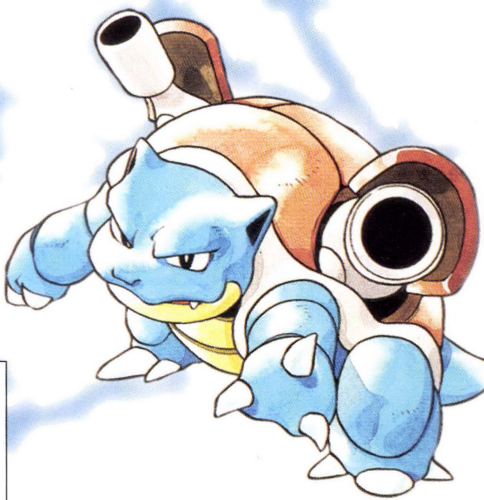
Battle Strategies & Tactics

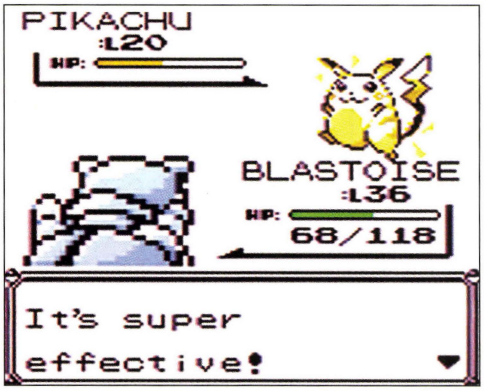
There is an art to dueling with Pokémon, and it's not all just charging headlong into the fray. If you think before you act, you'll increase your chances for victory.

TYPECASTING FOR COMBAT

Pokémon are divided into 15 different types. Each type is associated with a particular ability, physical property or set of characteristics. For example, all Fire-type Pokémon have characteristics or abilities related to fire or heat, while Water-type Pokémon either live in the water or have abilities related to water. Each type of Pokémon has its own strengths and weaknesses, and these affect how one Pokémon performs in battle against another. For example, an Electric-type's characteristics give it a natural advantage in battle against a Water-type Pokémon. On the other hand, these same characteristics make an Electric-type vulnerable to a Ground-type Pokémon.





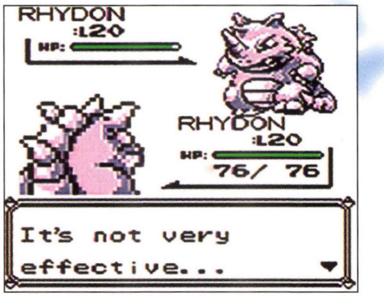


PIKACHU
:L20
HP:

BLASTOISE
:L36
HP:
68/118

It's super
effective!

Every Pokémon has strengths and weaknesses related to its type. Keep this in mind when choosing Pokémon to send into battle.



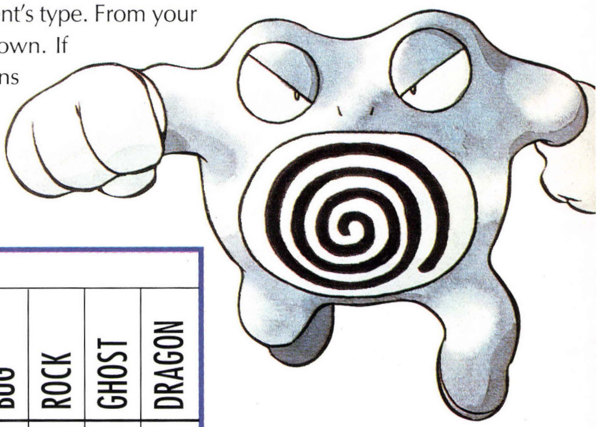
RHYDON
:L20
HP:

RHYDON
:L20
HP:
76/ 76

It's not very
effective...

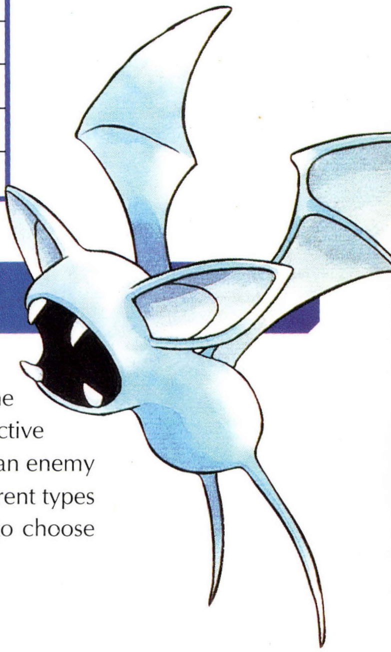
COMBAT CHART

To find out how one type of Pokémon will do in battle against another, refer to the chart below. On the left side of the chart, look for your Pokémon's type. On the top, look for your opponent's type. From your type, trace a line to the right, and from your opponent's type, trace a line going down. If there's a blank box where the lines meet, the two are evenly matched. An "A" means that your Pokémon has the advantage in the coming battle, a "D" means it is at a disadvantage and an "X" means it has little hope of winning. This assumes, of course, that both Pokémon are fairly close in experience level. If one Pokémon is 20 levels higher than the other, there's not much doubt about what will happen.

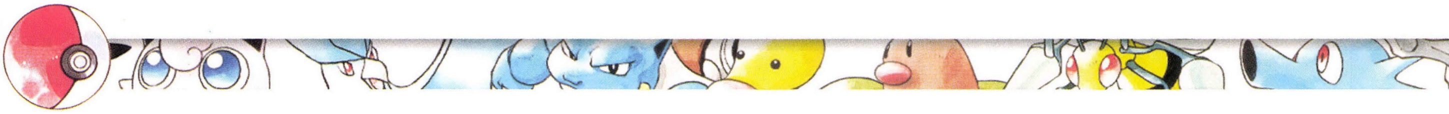


		DEFENSE														
		NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON
ATTACK	NORMAL													D	X	
	FIRE		D	D		A	A						A	D		D
	WATER		A	D	D	D				A				A		D
	ELECTRIC			A	D	D				X	A					D
	GRASS		D	A		D			D	A	D		D	A		D
	ICE		D	D		A	D			A	A			A		A
	FIGHTING	A					A		D		D	D	D	A	X	
	POISON					A			D	D			A	D	D	
	GROUND		A		A	D			A		X		D	A		
	FLYING				D	A		A					A	D		
	PSYCHIC							A	A			D				
	BUG		D			A		D			D	A			D	
	ROCK		A				A	D		D	A		A			
	GHOST	X										A				
	DRAGON															A

ABILITY AND COMPATIBILITY

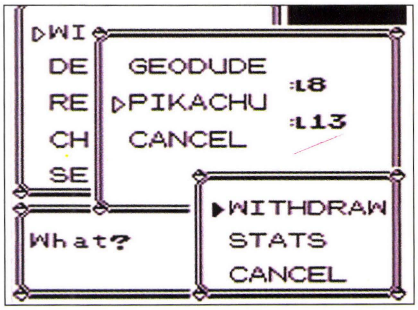


The chart can also be used to predict how effective an individual attack would be. All Pokémon abilities and special attacks are divided into the same types as the Pokémon themselves, and they have the same strengths as weaknesses. For example, Bubble is a Water-type special attack, and it is very effective against Fire-type enemies. Once again, however, such natural advantages may not be enough against an enemy that is many levels higher. You should also keep in mind that each Pokémon can actually learn different types of abilities and is not limited to ones of its own type. When teaching Pokémon new abilities, try to choose ones that complement its other abilities.



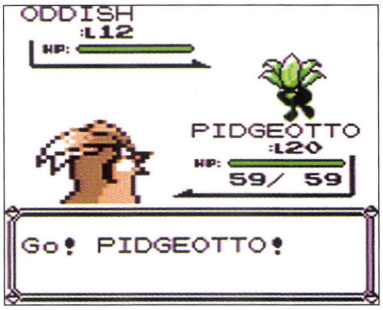
TEAM TACTICS

No single type of Pokémon has a distinct advantage over all others, and there's no telling what types you may run into at any given time. It's a good idea, then, to always have a mixed team that can handle many different threats. For the early part of your adventure, we recommend building a team consisting of Wartortle, Pikachu, Pidgeotto, Diglett, Metapod and Rattata. As time goes on, change the line-up to include Blastoise, Raichu, Machamp, Dugtrio, Flareon and Alakazam. Both of these teams give you a good mix of offensive and defensive capabilities. You should also keep a close watch on your team's experience levels. You don't want your Pokémon to fall behind the competition, but you don't want all of them to develop too quickly, either. If your Pokémon are too strong, they will defeat wild Pokémon before you have a chance to capture them.


▷WI
DE
RE
CH
SE
GEODUDE :L8
▷PIKACHU :L13
CANCEL
▶WITHDRAW
STATS
CANCEL

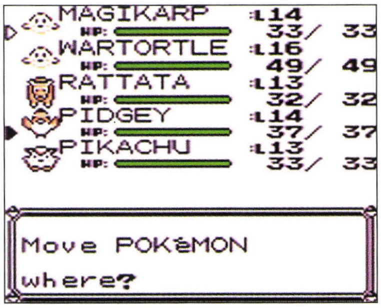
What?

Pokémon go into battle one at a time. Make sure that your current one is appropriate for its opponent.


ODDISH
:L12
HP:
PIDGEOTTO
:L20
HP:
59/ 59

Go! PIDGEOTTO!

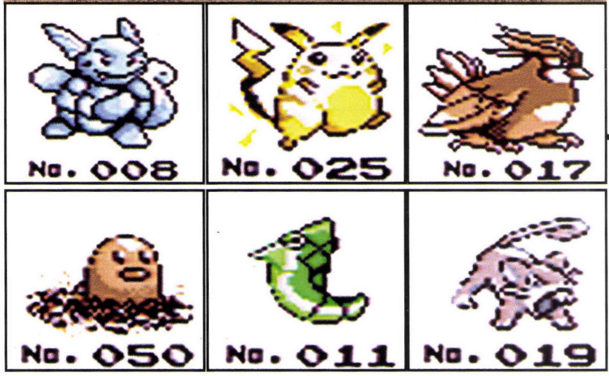
You can switch Pokémon at any time. If a Pokémon is doing poorly or is ready to faint, make a substitution.


MAGIKARP :L14
HP: 33/ 33
WARTORTLE :L16
HP: 49/ 49
RATTATA :L13
HP: 32/ 32
PIDGEY :L14
HP: 37/ 37
PIKACHU :L13
HP: 33/ 33

Move POKéMON where?

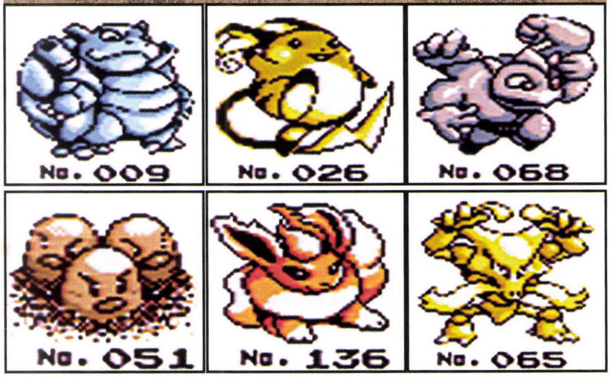
The Pokémon at the top of the list fights first. If you expect a certain opponent, change the list accordingly.

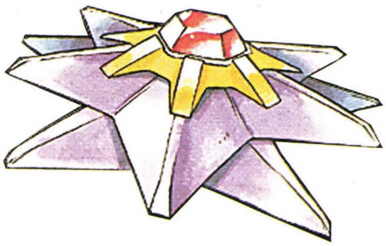
Starting Team


No. 008
No. 025
No. 017
No. 050
No. 011
No. 019

These are our recommendations for your primary teams, but you probably have ideas of your own, too. Of course, many different combinations can work, and we encourage you to experiment on your own to see which Pokémon work best for you.

Advanced Team

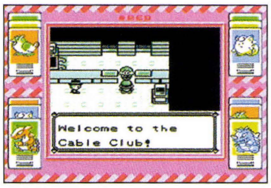

No. 009
No. 026
No. 068
No. 051
No. 136
No. 065



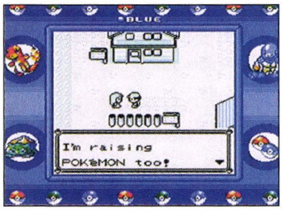
Linking Up, Trading Up

The Game Link Cable allows you to duel or trade Pokémon between two Game Paks. You can turn one-player adventure into two-player action!

LINKED FOR BATTLE



Welcome to the
Cable Club!



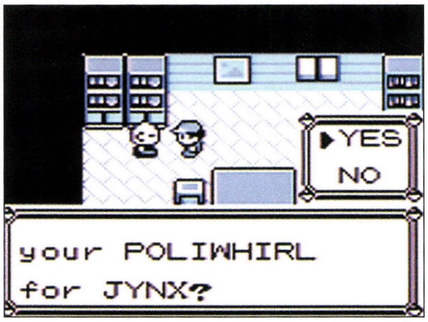
I'm raising
POKéMON too!

As we mentioned before, you can use the Game Link Cable to connect two Game Boys and two Pokémon Game Paks. When two games are linked, players can trade Pokémon or challenge each other to duels. You can't capture Pokémon or earn experience points in a Game Link duel, but you do earn valuable bragging rights. To begin a duel, cable the two Game Boys, then go to a Pokémon Center. Speak to the attendant at the Cable Club counter to start the ball rolling. If one game is not detecting the other, keep both Game Boys linked, but turn off both units, then turn them on and try again.

Nintendo
GAME BOY pocket
B
A
SELECT START
Nintendo
GAME BOY pocket
B
A
SELECT START

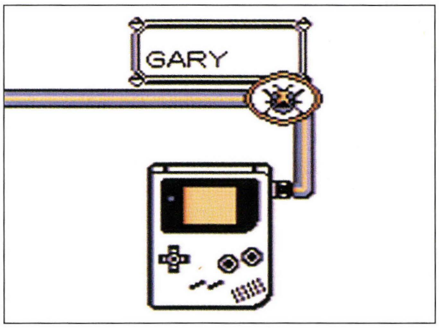
TRADING TIPS

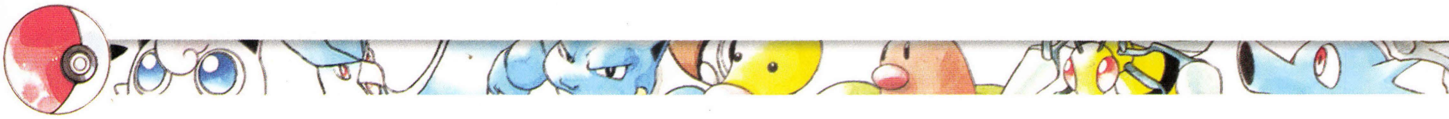
You can actually store a high number of Pokémon, so it's a good idea to keep a few extra on hand for trading. What's common for you may be rare for someone with a different version of the game, and you can always suggest different trades as part of your negotiations. You should also capture at least two of any Pokémon that evolve through trading. That way, you can have one to give to a friend and one that he or she can take, then trade back to you after it has evolved. Pokémon must always be traded one-for-one, and you can't just give one away. At the same time, a player can't force you into a trade or somehow steal your Pokémon while your games are linked. Remember that powerful Pokémon that you captured or receive in a trade may not obey you unless you've earned the proper Pokémon League badge.



your POLIWHIRL
for JYNX?

You can trade with other players and with some computer-controlled characters in the game.





FIELD GUIDE DATA KEY

Keeping track of 150 Pokémon is a huge task, so we created the Pokémon Field Guide, which begins on page 65. This guide is packed with information on every ability and item in the game, including what their effects are and where to find them. The guide also includes data cards on all 150 Pokémon, revealing each creature's habitat, abilities and so on. Below is an example of a Pokémon data card along with explanations for each chart and graph on the card.

Number/Name

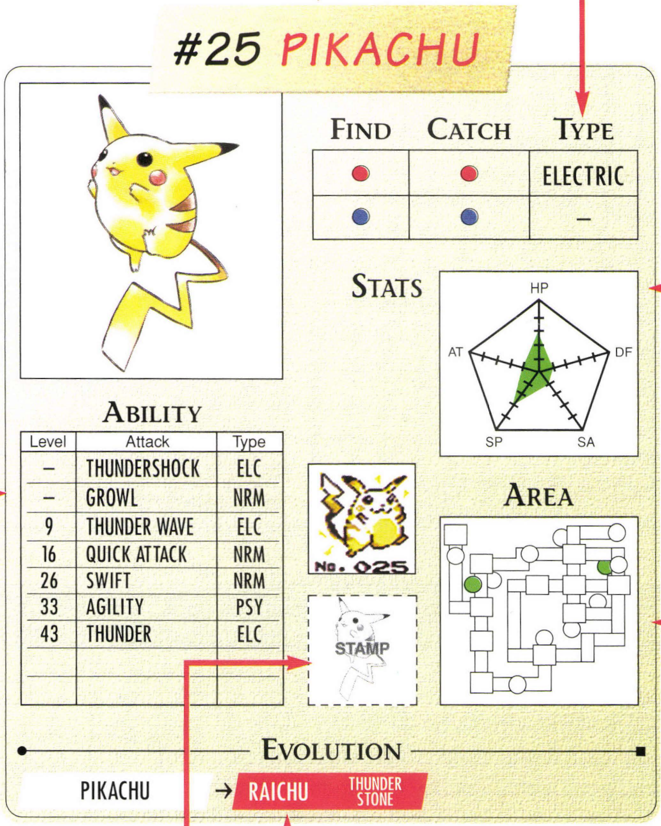
Each Pokémon is listed on the data card pages according to its number, from one to 150. If you don't know a Pokémon's number, check the alphabetical list on page 103. This list shows each Pokémon's number and the pages on which it appears in this book.

Find/Catch/Type

A Blue or Red dot in the "Find" column means that you fight this Pokémon in a duel with a trainer in that version of the game. A Blue or Red dot in the "Catch" column means that this Pokémon can be found in the wild in that version of the game. The "Type" column shows this Pokémon's type or types.

Pokémon Types

NRM	NORMAL
FIR	FIRE
WTR	WATER
ELC	ELECTRIC
GRS	GRASS
ICE	ICE
FTG	FIGHTING
PSN	POISON
GRD	GROUND
FLY	FLYING
PSY	PSYCHIC
BUG	BUG
RCK	ROCK
GHO	GHOST
DRG	DRAGON



#25 PIKACHU

FIND	CATCH	TYPE
🔴	🔴	ELECTRIC
🔵	🔵	–

STATS

ABILITY

Level	Attack	Type
–	THUNDERSHOCK	ELC
–	GROWL	NRM
9	THUNDER WAVE	ELC
16	QUICK ATTACK	NRM
26	SWIFT	NRM
33	AGILITY	PSY
43	THUNDER	ELC

AREA

EVOLUTION

PIKACHU → RAICHU THUNDER STONE

Ability

This chart shows the different abilities and attacks a Pokémon can learn. The "Level" column shows the experience level at which an ability can be learned. (A dash means that the Pokémon starts with this ability.) The "Type" column shows each ability's type or category. Remember that a Pokémon can have up to four abilities at a time.

Stats

We've rated each Pokémon from one to five in five categories: number of Hit Points (HP), Attack (AT), Defense (DF), Special Attacks (SA) and Speed (SP). These ratings are used to compare the Pokémon in a general way, assuming they are at the same experience level.

Area

This mini-map shows where a Pokémon can be found. If no area is highlighted, it means that the Pokémon can be obtained through evolution only.

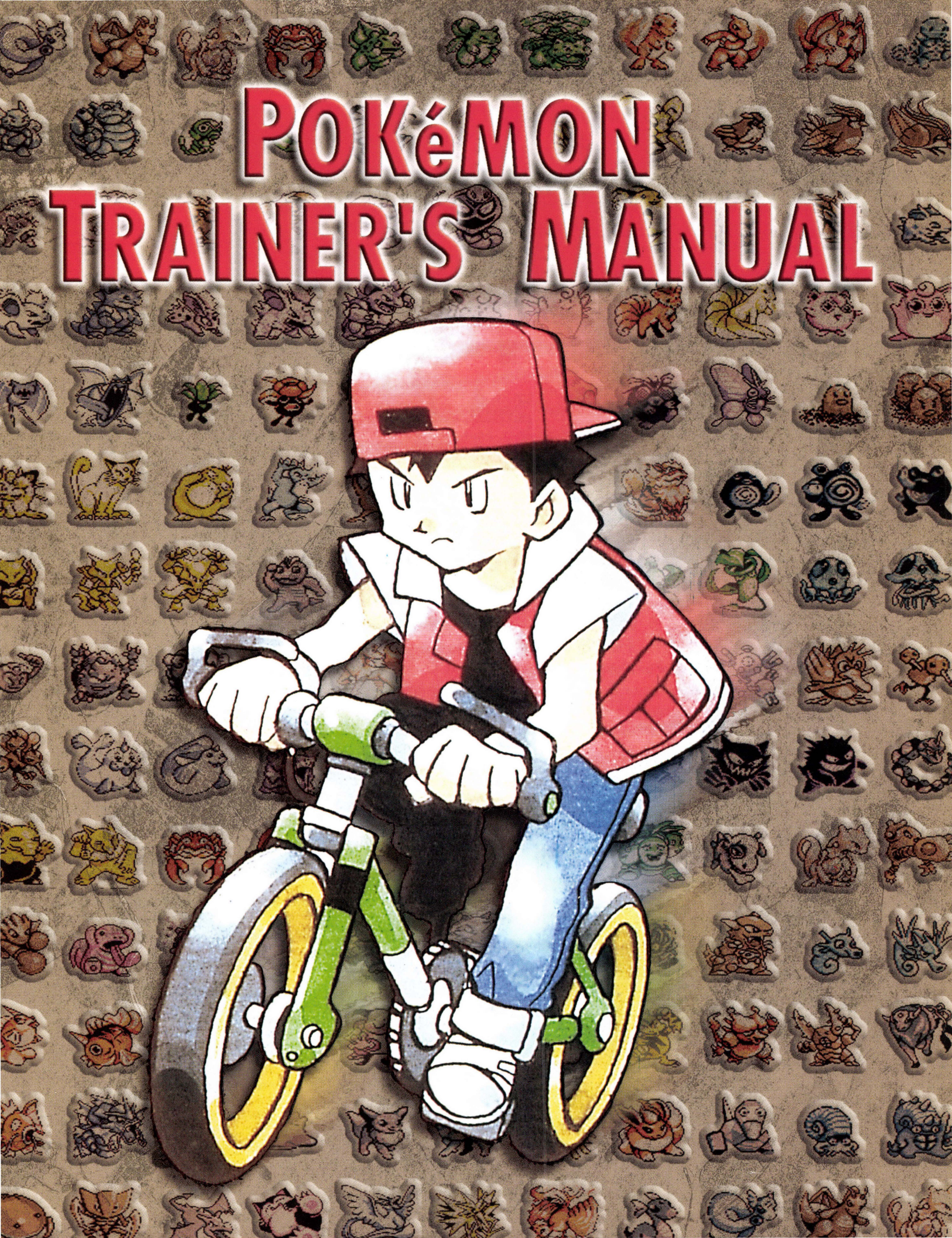
Stamp

Once you capture a Pokémon, peel off its stamp and place it here. You'll know at a glance which Pokémon you have in your collection.

Evolution

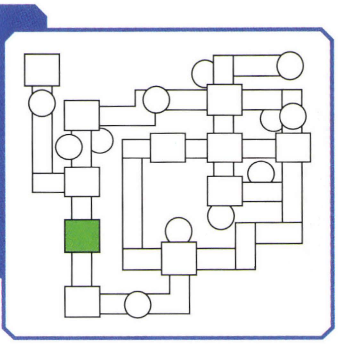
This bar shows a Pokémon's evolutionary track. A level number shows the level at which the Pokémon evolves into that form. If a Pokémon needs a special item or must be traded to evolve, that is also noted here. For example, you must use the Thunder Stone on Pikachu to change it into Raichu.

POKéMON TRAINER'S MANUAL



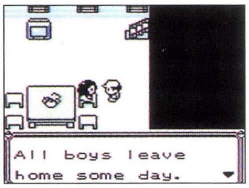
PALLET TOWN

To the casual observer, Pallet Town is just a town like any other. Someday, though, people the world over will know that this humble hamlet is where you began your quest to become the greatest Pokémon trainer ever!



A Home, Sweet Home

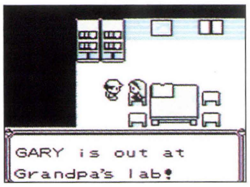
Your adventure begins here in your own, cozy home. Before you say good-bye to your Mom, check your PC and withdraw the one item stored in the system: a bottle of healing Potion. Now it's time to start exploring the great, wide world.



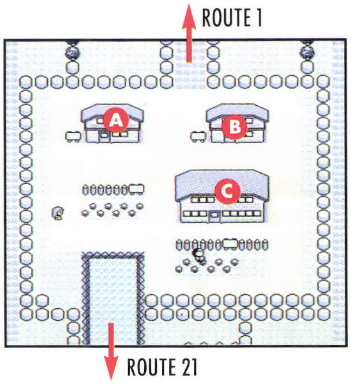
All boys leave home some day.

B Gary's House

Your lifelong rival, Gary, isn't home, but his sister is. Gary seems to be carrying some sort of grudge against you, but his sister thinks you're okay. If you stop by a little later, she'll give you a useful item, no matter what Gary says.

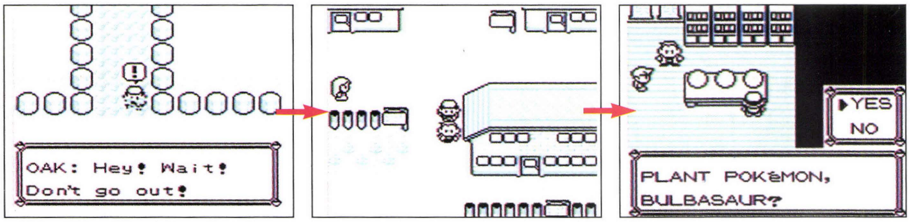


GARY is out at Grandpa's lab!



C Professor Oak's Lab

Once you've explored the town, head north along Route 1. Professor Oak will soon appear and escort you to his lab. Once you arrive, he'll let you choose one of his Pokémon for your very own. Choosing which one to take is really a matter of personal preference, but we will say that Bulbasaur or Squirtle will fare better against some of your early rivals than Charmander will. Before you leave the lab, Gary will challenge you and your Pokémon to your first duel. If you defeat him, you'll win some money. If your Pokémon faints, some of Mom's TLC should have it back on its feet in no time.



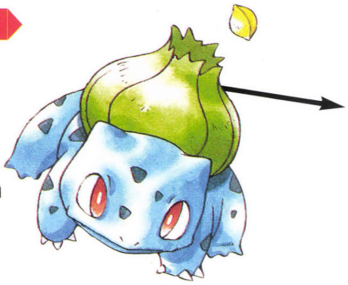
OAK: Hey! Wait! Don't go out!

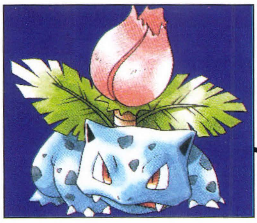
PLANT POKéMON, BULBASAUR?

#1 : BULBASAUR

TYPE : GRASS/POISON

Bulbasaur is a combination Grass-and-Poison-type Pokémon. Grass-type Pokémon usually display plant-like characteristics, such as the large, leafy growth on Bulbasaur's back.

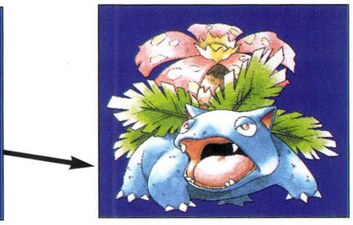




#2 IVYSAUR

TYPE: GRASS/POISON

Once Bulbasaur reaches level 16, it evolves into the more powerful Ivysaur. Combination Pokémon have twice the strengths and twice the weaknesses of other Pokémon.



#3 VENUSAUR

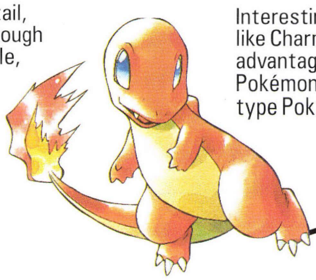
TYPE: GRASS/POISON

It is sometimes difficult to predict how combination Pokémon like Venusaur will fare in combat, but they are among the most useful and versatile Pokémon around.

#4 CHARMANDER

TYPE: FIRE

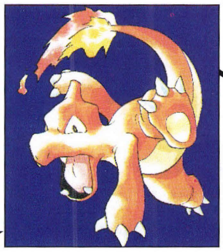
With its flaming tail, Charmander is a tough Pokémon to handle, even for a skilled trainer.



#5 CHARMELEON

TYPE: FIRE

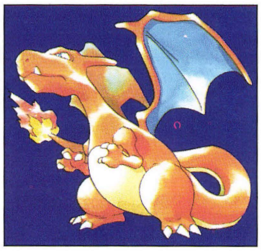
Interestingly, Fire-type Pokémon like Charmeleon have a distinct advantage against Ice-type Pokémon but not against Water-type Pokémon.



#6 CHARIZARD

TYPE: FIRE/FLYING

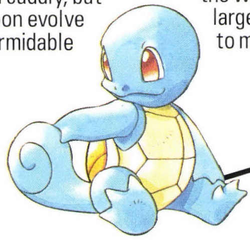
When Charmeleon reaches level 36, it evolves into the majestic Charizard. Starting the game with these Fire-type Pokémon can be difficult, but the effort can pay off.



#7 SQUIRTLE

TYPE: WATER

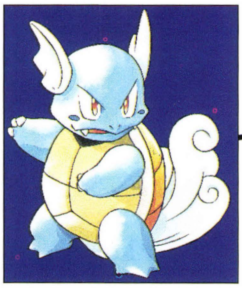
Squirtle may start out cute and cuddly, but it will soon evolve into a formidable fighter.

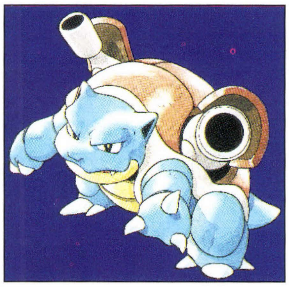


#8 WARTORTLE

TYPE: WATER

Wartortle is more confident in the water than Squirtle is. Its large rudder-like ears help it to maneuver.



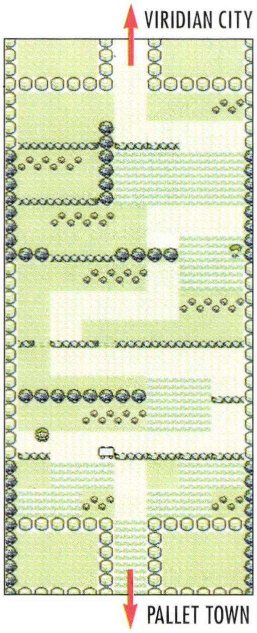


#9 BLASTOISE

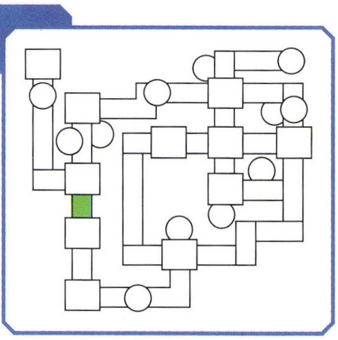
TYPE: WATER

Blastoise's tough shell conceals twin high-pressure water cannons that can pump out hundreds of gallons per minute.

ROUTE 1

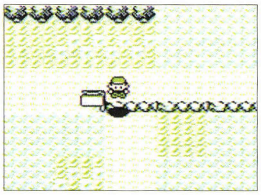


Resume your journey north to Viridian City. You can't capture new Pokémon just yet, but you can take this opportunity to build your Pokémon's experience levels. If your Pokémon enters too difficult a battle, use the Run command to escape. If it faints, head home or visit the Pokémon Center in Viridian City.



Hedge Hurdle

One time-saving trick is to leap over the low hedges that line the paths. You can jump over a hedge only when you're moving downward, not when you're moving upward, to the left or to the right. Be careful that you don't trap yourself in a leafy prison.



PIDGEY	MANY	MANY
RATTATA	MANY	MANY

#19 RATTATA

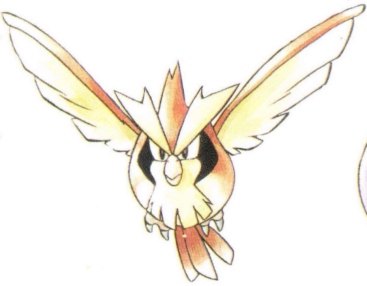
TYPE: NORMAL

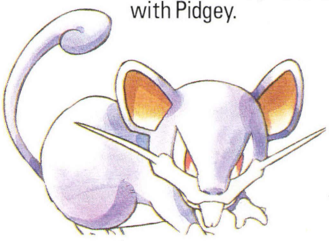
Another common Pokémon, Rattata uses its sharp teeth to defend itself from attackers. Despite its ferocious appearance, it often shares habitats peacefully with Pidgey.

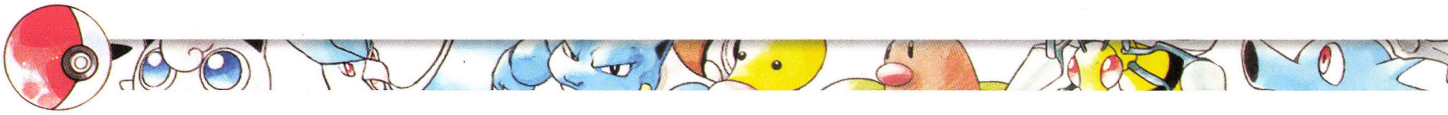
#16 PIDGEY

TYPE: NORMAL/FLYING

Pidgey is one of the most common Pokémon. It is classified as a combination Normal-and-Flying-type Pokémon, and it can blind its opponents by kicking up clouds of sand with its wings.

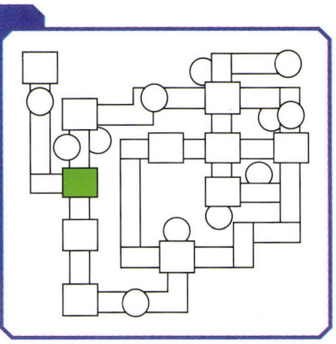


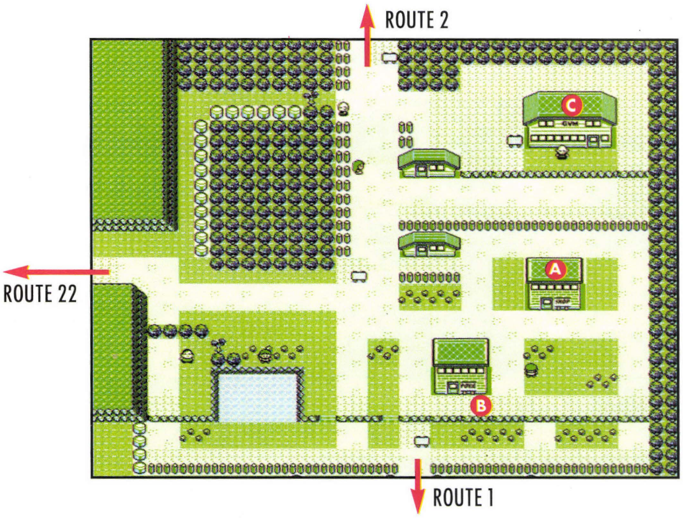




VIRIDIAN CITY

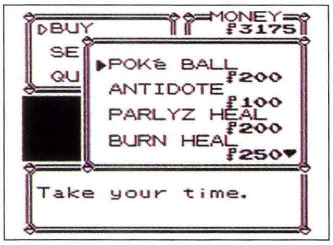
Viridian City is not exactly a bustling burg, but it's bigger than Pallet Town, and it has its own Pokémon Center. The Pokémon Mart is well-stocked, and there's even a delivery service, so stop by to see what they have to offer.





Ⓐ Delivery Service

The first time you visit the Pokémon Mart in Viridian City, the clerk will give you a package to take to Professor Oak. In return, the Professor will give you your portable Pokédex. After that, visit Gary's house to receive a Town Map from your rival's sister.



▷BUY
SE
QU
MONEY
₽3175
▶POKé BALL ₽200
ANTIDOTE ₽100
PARLYZ HEAL ₽200
BURN HEAL ₽250▼

Take your time.

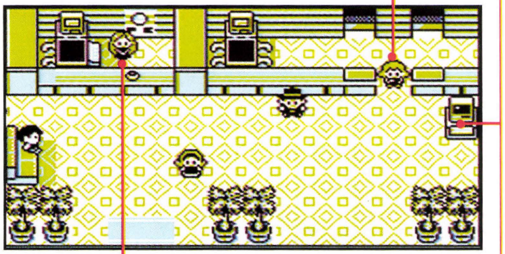
POKéMON MART

POKé BALL	200
ANTIDOTE	100
PARALYZE HEAL	200
BURN HEAL	250

Ⓑ The Welcome Wagon

The Pokémon Center can provide you with free Pokémon medical treatment and other valuable services. There are branch offices in most major cities, and they're open 24 hours a day, seven days a week for your convenience. Heck, they're almost as good as your Mom, but without the hugs and cookies.

Pokémon Cable Club
Visit the Cable Club to trade Pokémon or duel with other players through the Game Link Cable. Each player must have a Pokémon Game Pak for these functions to work.

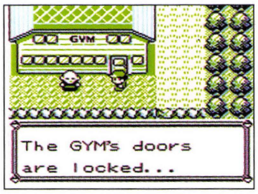


Pokémon Hospital
Visit the Pokémon Hospital to fully restore your Pokémon and cure them of any ailments, including Poison, Sleep, Paralyze and more. Best of all, these services are free of charge!

PC
Log on to the PC in any Pokémon Center to access three different computer systems: yours, Professor Oak's and a third system operated by a mysterious "Someone." There's a limit to the number of items and Pokémon you can carry at one time, and any extras can be stored in these systems. When you access Professor Oak's PC, you can ask him to evaluate your progress.

Ⓒ Gone Fishin'?

Pokémon Gyms are where trainers usually put their Pokémon through their paces and hold training duels, but this one is strangely empty. When you move on to other cities, you'll have to prove your worth by challenging gym leaders to duels. If you defeat them, you'll win money and valuable prizes. In most cities, you won't be able to move on until you defeat the local gym leader.

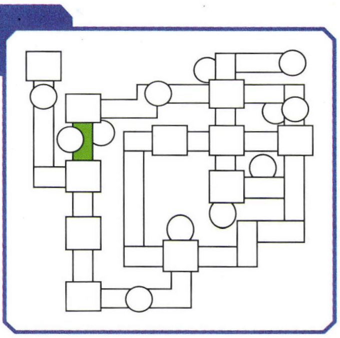


The GYM's doors are locked...

Backtrack

When you first arrive in Viridian City, the road north will be blocked by a grumpy old man. By the time you deliver the Professor's package and return, he'll be gone. Now buy some Poké Balls and a few bottles of Antidote for the road, then take Route 2 to Viridian Forest.

ROUTE 2

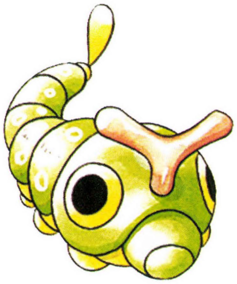


Now it's time to begin your career as a Pokémon trainer in earnest. Pidgey and Rattata are more plentiful along Route 1, so head back there to collect them first. You may be able to find such interesting specimens as Caterpie, Weedle, Metapod and Kakuna along Route 2, but you'll have better luck within Viridian Forest. Remember that you must weaken a Pokémon before using a Poké Ball to capture it. If your target is too strong, it will break free.

ITEMS

❶ MOON STONE
❷ HP UP

PIDGEY	MANY	MANY
RATTATA	MANY	MANY
CATERPIE	NONE	FEW
WEEDLE	FEW	NONE



#10 CATERPIE

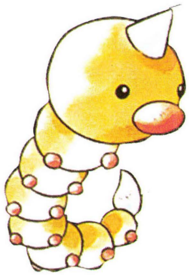
TYPE: BUG

Once it reaches level 7, Caterpie will evolve into the nearly immobile Metapod. If you don't want a Pokémon to evolve, simply press B before the change is complete to reverse the process.

#13 WEEDLE

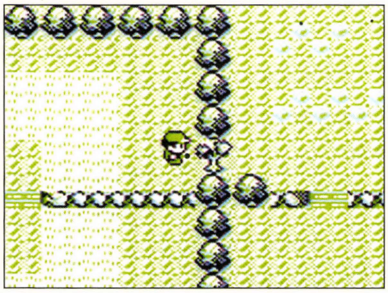
TYPE: BUG/POISON

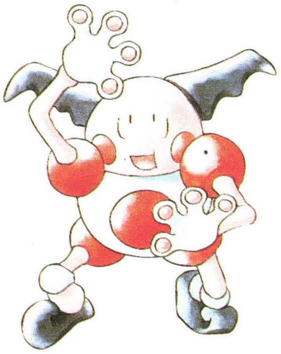
Weedle has only two attacks, but its Sting is poisonous and its String Shot attack can reduce an enemy's Speed temporarily.



Cut to the Quick

You'll see odd shrubs along Route 2 and in other areas. You'll eventually be able to teach certain Pokémon to Cut these bushes, but you can just ignore them for now.

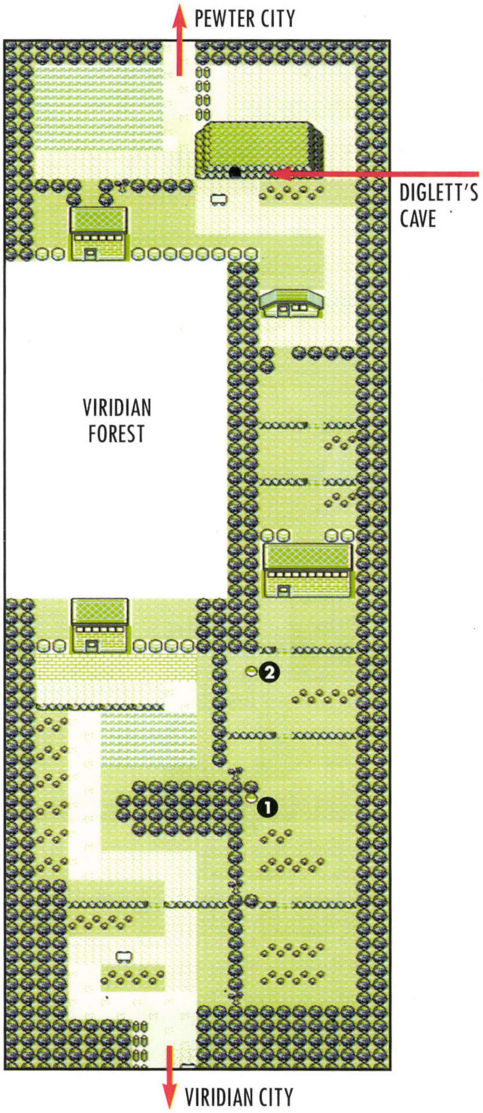




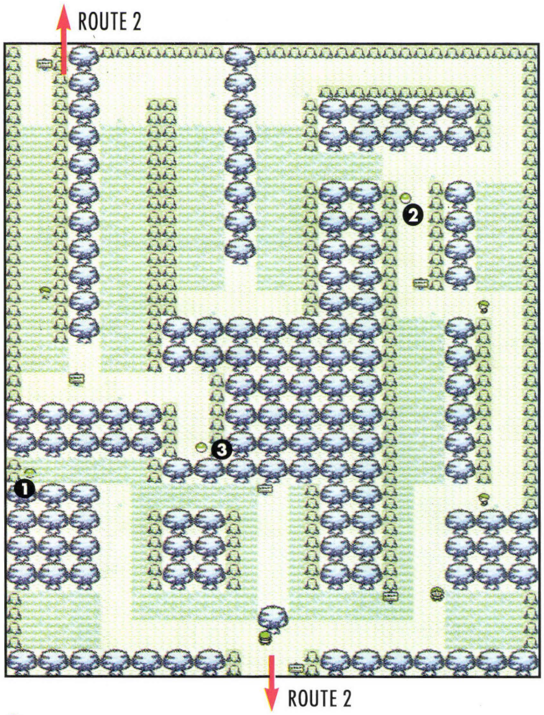
#122 MR. MIME

TYPE: PSYCHIC

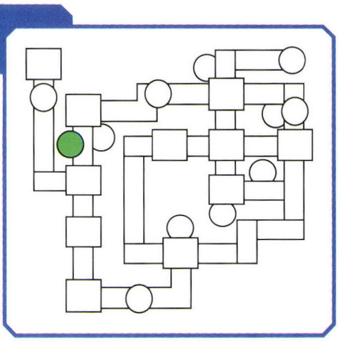
Some Pokémon, like Mr. Mime, do not evolve no matter how much experience they gather. Mr. Mime's Psychic powers, however, do grow stronger over time.



VIRIDIAN FOREST



Route 2 is the major highway between Viridian City and Pewter City, and it winds through the nature preserve known as Viridian Forest. Pokémon are plentiful within its lush borders, and many trainers come here to capture new specimens for their collections or to challenge other trainers. There are several trainers in the forest right now, so build up at least a couple of your Pokémon before you face them. If you need medical help, just head back to Viridian City.



WEEDLE	MANY	FEW
KAKUNA	FEW	FEW
METAPOD	FEW	MANY
CATERPIE	FEW	MANY
PIKACHU	FEW	FEW

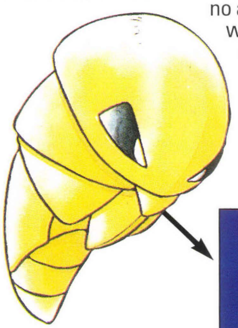
ITEMS

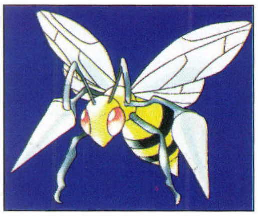
❶	POKé BALL
❷	ANTIDOTE
❸	POTION

#14 KAKUNA

TYPE: BUG/POISON

Kakuna is nearly incapable of moving and, therefore, has no attack abilities whatsoever. Its only defense is the ability to harden its protective shell.

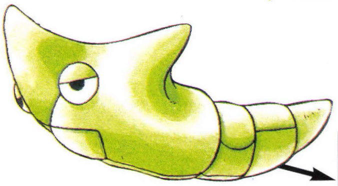




#15 BEEDRILL

TYPE: BUG/POISON

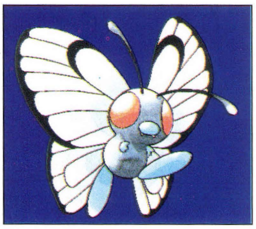
When Kakuna reaches level 10, it will evolve into the much more powerful Beedrill. Beedrill will eventually have the capacity to learn such attacks as Twin Needle and Pin Missile.



#11 METAPOD

TYPE: BUG

Like Kakuna, Metapod is a kind of transitional Pokémon, and it won't stay in this form for long. Once it reaches level 10, it will evolve into Butterfree.



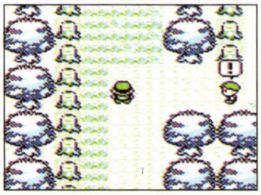
#12 BUTTERFREE

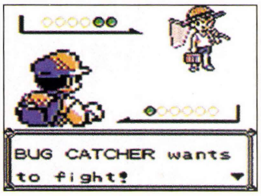
TYPE: BUG/FLYING

Butterfree's flying abilities make it more versatile than some of the other Pokémon you'll find early in your adventure.

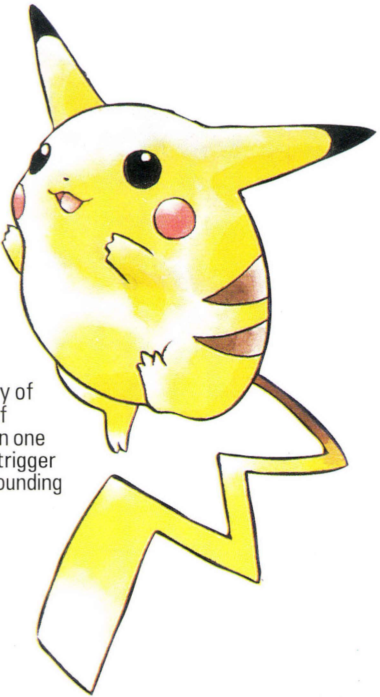
Duels With Trainers

You'll find rival trainers everywhere you go, and they'll usually challenge you as soon as they see you. Trainers can have anywhere from one to six Pokémon, and you can't Run from a duel with a trainer, so always be prepared for an extended battle. Keep in mind that the tame Pokémon trainers use are often more powerful than the wild Pokémon found in the surrounding area.





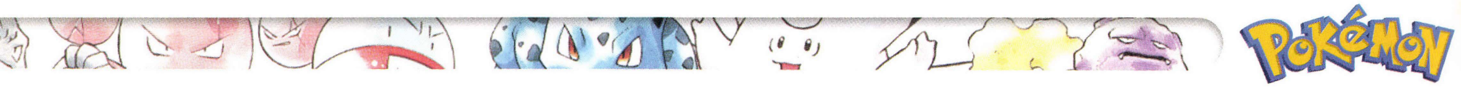
BUG CATCHER wants to fight!



#25 : PIKACHU

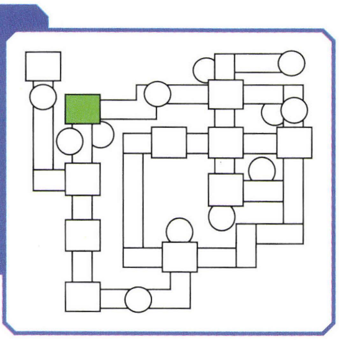
TYPE: ELECTRIC

These mouse-like creatures are among the most sought-after Pokémon. Trainers never keep many of them in the same place, however. If enough of these Pokémon gather in one place, their combined voltage can trigger electrical disturbances in the surrounding atmosphere!

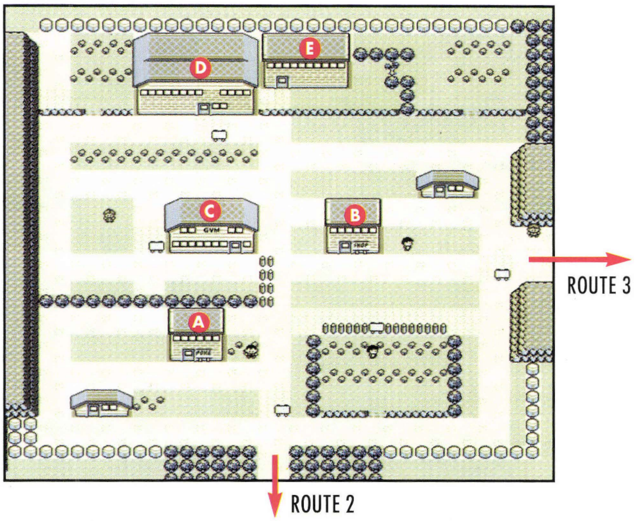


PEWTER CITY

Now you're hitting the big time! Pewter City has, among other things, a working Pokémon Gym. If you play your cards right in this town, you'll be able to join the Pokémon League and be recognized officially as a Pokémon trainer!



You've come a long way from sleepy Pallet Town, so relax and enjoy the sights here in the big city. If you don't know your way around, just ask–the locals will be happy to point you in the right direction. You won't be able to move on until you defeat the local trainers, but be sure your Pokémon are ready. If you need to build up your Pokémon some more, head back into Viridian Forest for a while.



A Pokémon Center

B Pokémon Mart

POKéMON MART

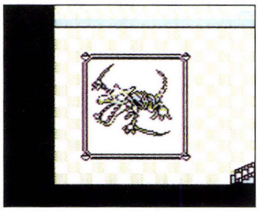
POKé BALL	200
POTION	300
ESCAPE ROPE	550
ANTIDOTE	100
BURN HEAL	250
AWAKENING	200
PARALYZE HEAL	200

C Pewter City Gym

Each city gym has a single leader, and each leader has one or more lieutenants. Here in Pewter City, you'll face a Jr. Trainer before you do battle with the gym leader, Brock.

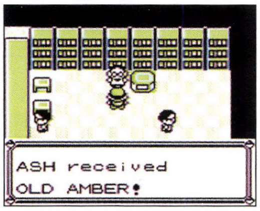
D Facts and Fossils

The Museum of Science has just unveiled its collection of Pokémon fossils. Some scientists claim to have cloned new Pokémon from fossils, but most experts think this is just a lot of Jurassic mumbo-jumbo.

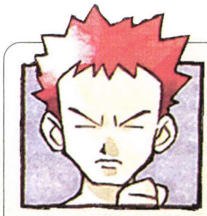


E Secret Lab

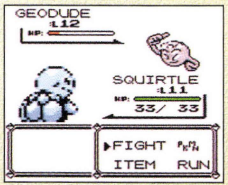
There's a secret lab at the rear of the museum. You won't be able to enter it until you Cut down a bush blocking the entrance. You'll learn this ability later in the game, so just be patient for now.



ASH received
OLD AMBER!

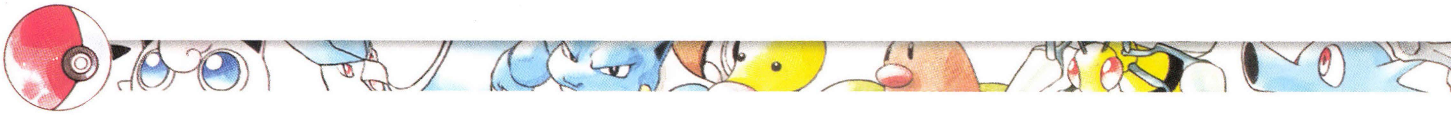


Gym Leader: BROCK

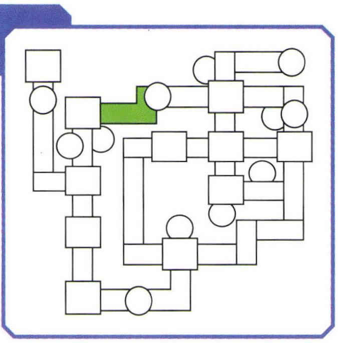


The Pokémon League is the official association of Pokémon trainers. If you defeat Brock, he'll induct you into the league and give you his Boulder Badge and TM 34 as rewards. The badge will give your Pokémon a small power boost, while the Technical Machine can be used to teach certain Pokémon the Bide technique. Charmander's Fire-type powers won't make a dent in Brock's two Rock-type Pokémon. If you don't have Squirtle or Bulbasaur, you'll be in for a long battle.

OPPONENTS			PRIZES
No. 074	GEODUDE	LEVEL 12	BOULDER BADGE
No. 095	ONIX	LEVEL 14	34 TM 34

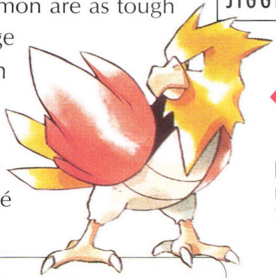


ROUTE 3



By defeating Brock, you've proven yourself a true Pokémon trainer. Other trainers now see you and your Pokémon as worthy opponents, and there are no fewer than eight trainers lying in wait along Route 3. None of their Pokémon are as tough as Brock's, but you still have a challenge ahead. By the time you reach the Pokémon Center at the base of Mt. Moon, your Pokémon will probably need some medical attention. If you want to look for Spearow or Jigglypuff, stock up on Poké Balls before hitting the road.

PIDGEY	MANY	MANY
SPEAROW	MANY	MANY
JIGGLYPUFF	FEW	FEW



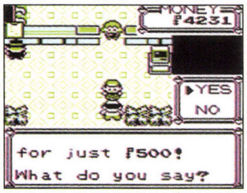
#21 SPEAROW

TYPE: NORMAL/FLYING

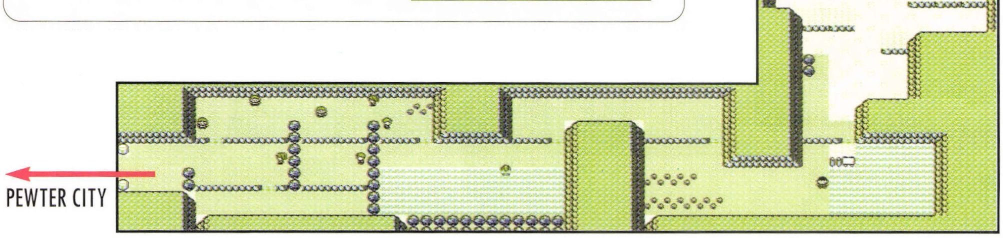
It may resemble the mild-mannered Pidgey, but Spearow has a much more ferocious temperament. In a contest between the two, Spearow will likely have the upper wing.

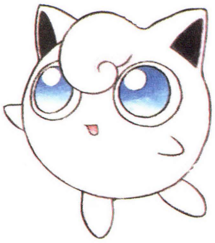
Hey, Buddy, Can You Spare ₽500?

A traveling salesman at the Pokémon Center will offer you a sweet deal on a Magikarp, but don't you think you'll be able to capture one for free later on?



for just ₽500!
What do you say?



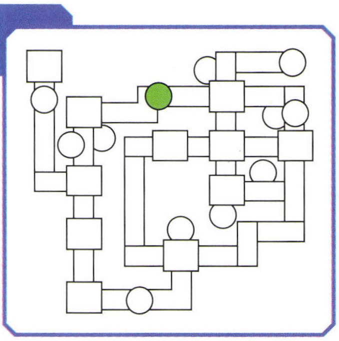


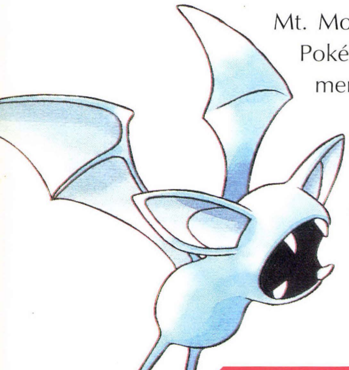
#39 JIGGLYPUFF

TYPE: NORMAL

Jigglypuff's Sing attack will send even the toughest Pokémon to dreamland, leaving it open for a Pounding. Looks can be deceiving, and just because a Pokémon is cute and cuddly doesn't mean it's a cream puff!

MT. MOON





Mt. Moon is crawling with all sorts of new Pokémon as well as several menacing members of Team Rocket. Team Rocket is after Pokémon fossils, no doubt as part of some diabolical scheme. It's up to you to stop them from raiding these lost archaeological treasures!

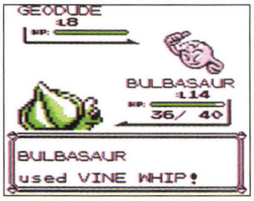
ZUBAT	MANY	MANY
GEODUDE	FEW	FEW
PARAS	FEW	FEW
CLEFAIRY	FEW	FEW

#41 ZUBAT

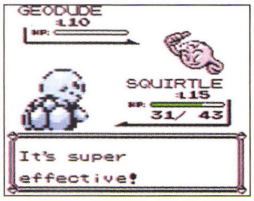
TYPE: POISON/FLYING

Zubat has no eyes, and it uses a sophisticated radar system to navigate in the total darkness beneath Mt. Moon. Its Leech Life attack will drain an opponent's energy and replenish its own.

Erode Geodude's Advantage



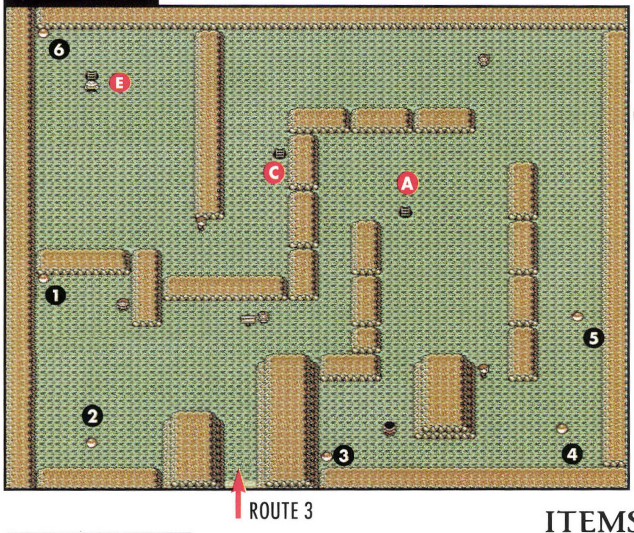
BULBASAUR used VINE WHIP!



It's super effective!

Geodude's tough, rock-like skin provides great defense against many types of attacks, making it difficult to capture. A Water-type or Plant-type Pokémon is your best bet against this thick-skinned opponent.

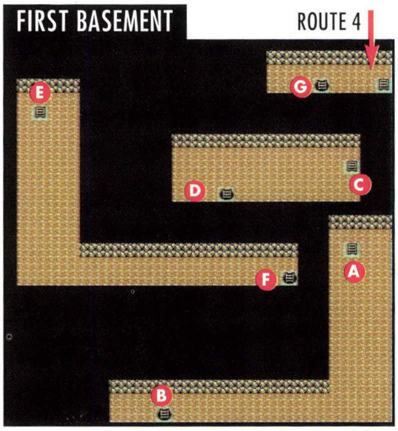
FIRST FLOOR



ITEMS

❶ POTION
❷ TM 12
❸ POTION
❹ RARE CANDY
❺ ESCAPE ROPE
❻ MOON STONE

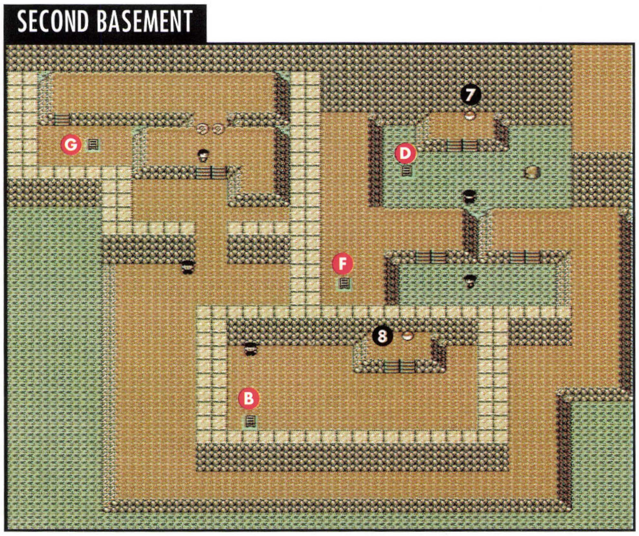
FIRST BASEMENT

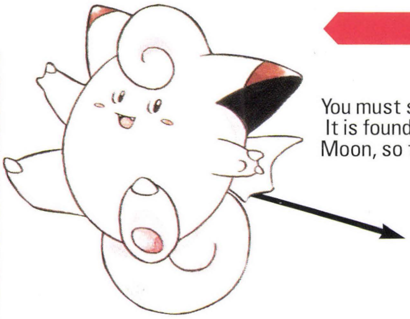


ITEMS

❼ TM 01
❽ HP UP

SECOND BASEMENT

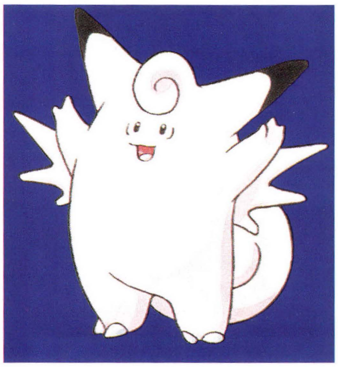




#35 CLEFAIRY

TYPE: NORMAL

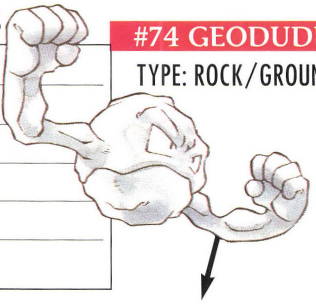
You must search long and hard to find a Clefairy. It is found in only two places other than Mt. Moon, so try your best while you're here.



#36 CLEFABLE

TYPE: NORMAL

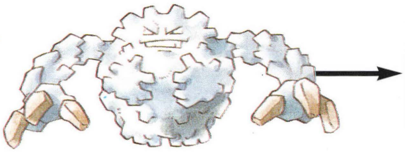
Once a Clefairy evolves into a Clefable, it won't be able to learn any more attacks, at least on its own. You may be able to teach it a new ability with a TM or an HM.



#74 GEODUDE

TYPE: ROCK/GROUND

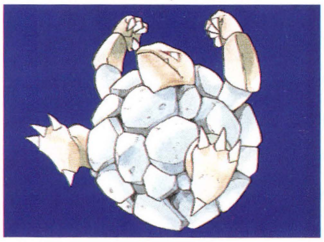
Geodude is commonly found in fields and mountainous areas. A Geodude usually doesn't move unless it's disturbed, and it's often mistaken for a rock or a boulder.



#75 GRAVELER

TYPE: ROCK/GROUND

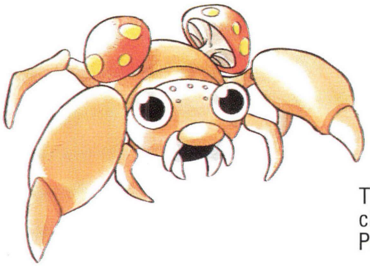
At level 25, a Geodude evolves into a Graveler. As it changes, its rocky skin develops several layers of jagged scales. These scales are chipped off in battle but are quickly replaced.



#76 GOLEM

TYPE: ROCK/GROUND

Golems tend to be much larger than Geodudes and Gravelers, so they stand out more in their surroundings. They are slow to anger but are fierce fighters when roused.



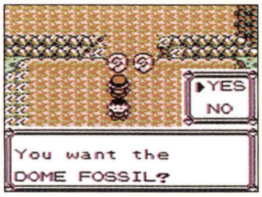
#46 PARAS

TYPE: BUG/GRASS

Paras's dual nature is readily apparent in its insectoid claws and the mushroom-like pods on its back. Those "mushrooms" can shoot out clouds of Stun Spores, capable of Paralyzing almost any opponent.

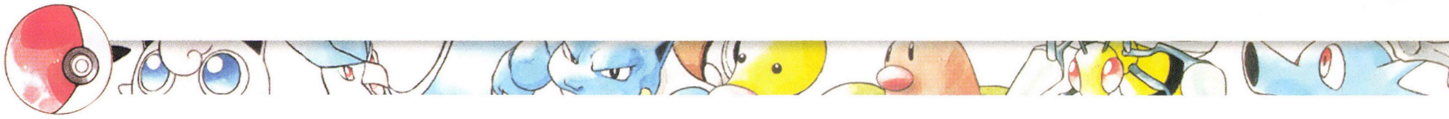
Eeny, Meeny, Miny, Moe!

If you defeat the Team Rocket member near the exit to Mt. Moon, he'll let you have one of the precious Pokémon fossils. You can't go wrong with either one, but if you can't make up your mind, you can always fall back on a certain tried-and-true method for making tough choices...

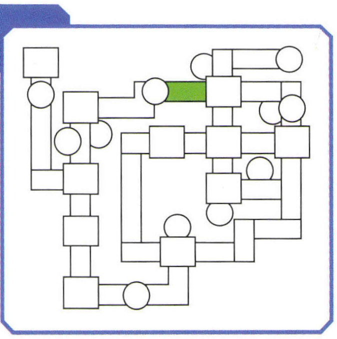


▸YES
NO

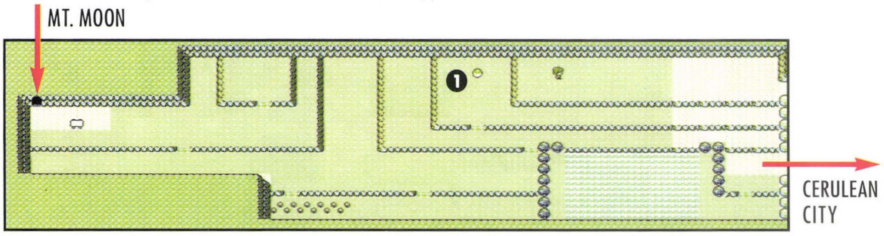
You want the DOME FOSSIL?



ROUTE 4

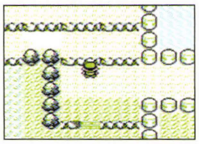


After the ordeal in Mt. Moon, Route 4 will probably seem like a walk in the park. There are no trainers to challenge you and only one area where you may run into wild Pokémon. Just be sure to collect the TM 04 before you move on. You must jump over a hedge to reach the final path to Cerulean City, and once you clear that barrier, you'll be trapped in Cerulean City until you defeat Misty, the leader of the local Gym.



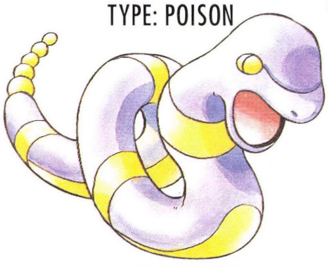
No Going Back

Once you jump over this hedge, you'll be stuck in Cerulean City. If you need to train your Pokémon further before facing Misty, there's a field just outside of the city that you can reach. This field is home to several species of wild Pokémon.



#23 EKANS

TYPE: POISON

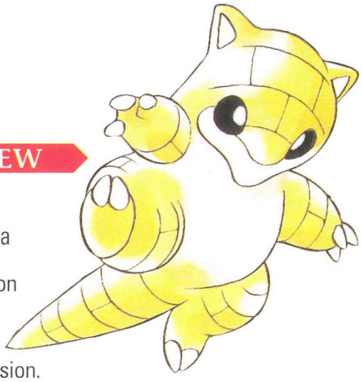


Ekans is a silent but deadly predator. Its main source of food is Pidgey and Spearow eggs, and it is known to eat them whole, shell and all.

#27 SANDSHREW

TYPE: GROUND

You must trade for either a Sandshrew or an Ekans, depending on which version of the game you have. There are no Ekans in the Blue version and no Sandshrew in the Red version.



RATTATA	MANY	MANY
SPEAROW	FEW	FEW
EKANS	FEW	NONE
SANDSHREW	NONE	FEW

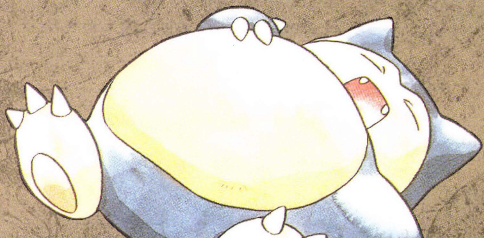
ITEMS

① TM 04

ENCYCLOPEDIA POKéMONIA

HEAVY HITTERS

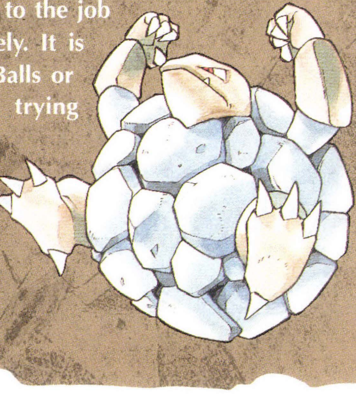
According to the Encyclopedia Pokémonia, the heaviest Pokémon, on average, are Golem, Gyarados and Snorlax. Because of their great mass and strength, these Pokémon often prove very difficult to capture. Even if a trainer succeeds in draining most of a Snorlax's energy, for example, a normal Poké Ball may not be up to the job of holding it securely. It is wise to use Great Balls or Ultra Balls when trying to capture these heavyweights.



#143 SNORLAX

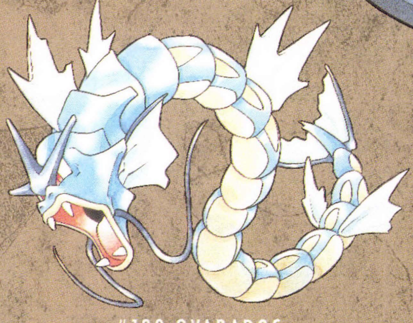
1,014 lbs

Weighing in at 1,014 kilograms on average, Snorlax is recognized as the heaviest Pokémon. It develops much of its bulk while hibernating, which it does for most of the year.



#76 GOLEM

662 lbs

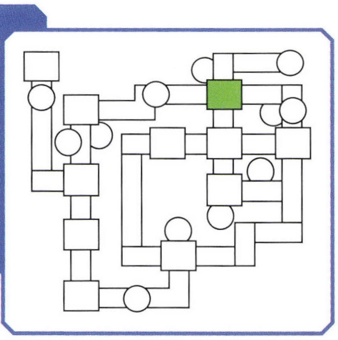


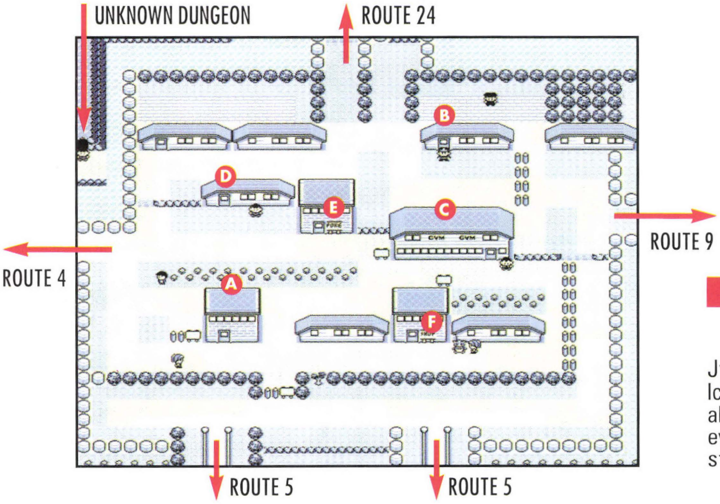
#130 GYARADOS

518 lbs

CERULEAN CITY

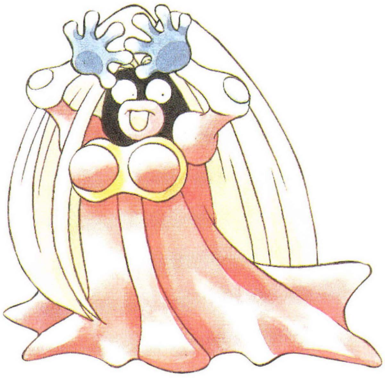
You may be trapped in Cerulean City, but it's a pleasant prison, at least. There aren't many wild Pokémon around to capture your attention, but with Misty and Gary itching to take you on, your Pokémon are in for lots of combat experience.





D Trading Post

The Pokémon collector in this house will give you a Jynx in exchange for a Poliwhirl. You won't be able to capture a Poliwhirl until later in your quest, but keep this fellow in mind. You can even capture two Poliwhirl and trade one.



#124 JYNX

TYPE: ICE/PSYCHIC

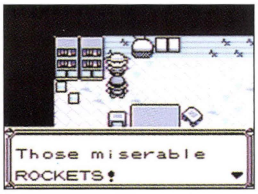
Jynx has an unusual combination of Ice and Psychic characteristics. It is also unusual in that it does not evolve, though its powers do grow stronger over time.

A Smooth Ride

The Bike Shop is stocked with hundreds of shiny two-wheelers, but you'll have to put your dreams of a new ride on hold for a while. A new bike will set you back a cool ₽1 million—and that ain't Pokémon feed!

B A Way Out

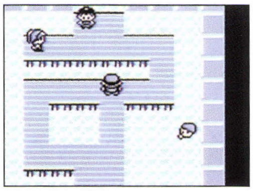
This house is locked now, but after you visit the Sea Cottage up north, come back here. The back yard leads to a path out of the city.



Those miserable ROCKETS!

C All Wet

The local Gym looks more like a swimming pool than a serious training facility, but if you're not careful of the Water-type Pokémon that work out here, you'll be dog-paddling for dear life!



E Pokémon Center

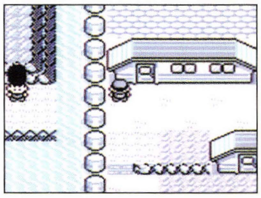
F Pokémon Mart

POKéMON MART

POKé BALL	200
POTION	300
REPEL	350
ANTIDOTE	100
BURN HEAL	250
AWAKENING	200
PARALYZE HEAL	200

Unknown Dungeon

As you explore Cerulean City, you'll spy someone beyond the fence on the northwest side of town. You won't be able to reach him until you're near the end of your adventure, so don't worry about him. Just take care of Misty and Gary and prepare for the greater challenges ahead!



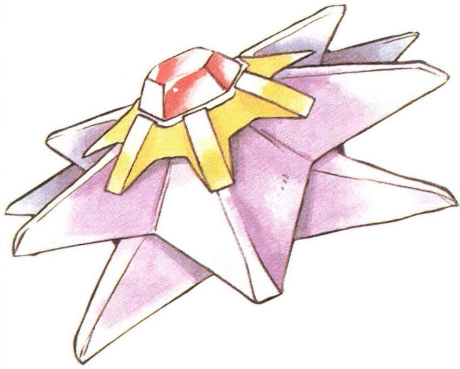
Gym Leader:
MISTY

The MISTY
wants to fight!

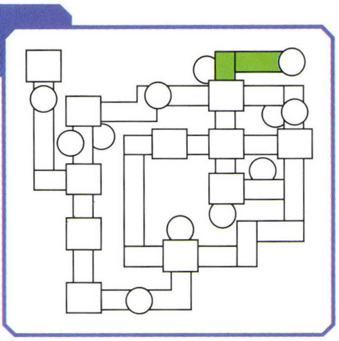
Like her two lieutenants, Misty prefers Water-type Pokémon, and she has Staryu and Starmie ready to go. Bulbasaur (which will likely have evolved into Ivysaur by now) is your best bet against these water-logged foes. If you don't have Bulbasaur, any Electric- or Plant-type Pokémon will do. If you mop things up here, you'll receive Misty's Cascade Badge as a reward. This badge will make any of your Pokémon up to level 30 obey you without question.

STARYU :L18
HP:
PIKACHU :L12
HP: 34/ 34
▶FIGHT PKMN
ITEM RUN

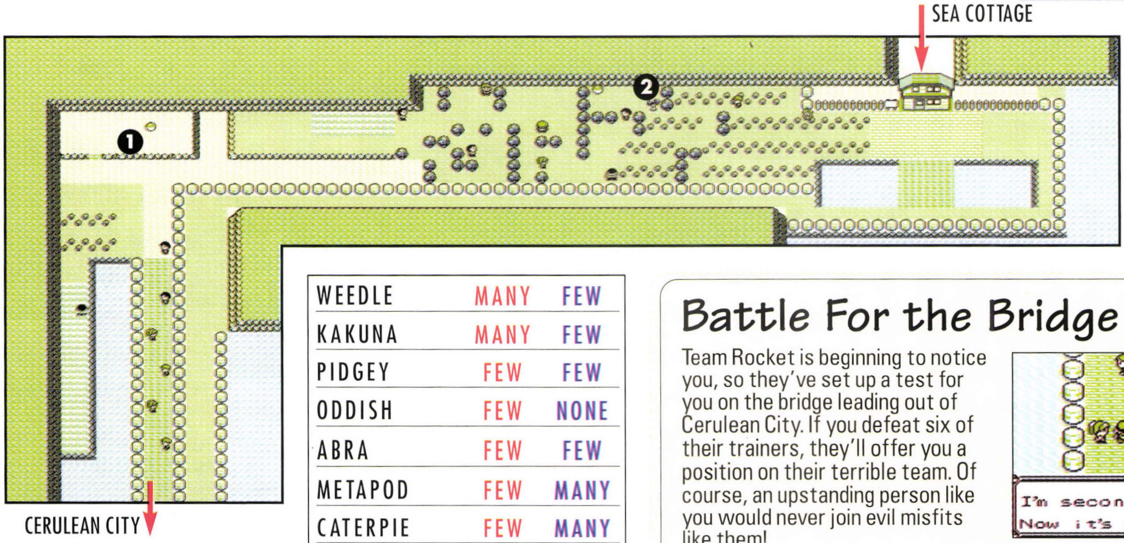
Opponents			Prizes	
	STARYU	LEVEL 18		CASCADE BADGE
	STARMIE	LEVEL 21	11	TM 11



ROUTES 24 & 25



With Misty and her cohorts out of the way, you can now head north out of Cerulean City. The bridge is blocked, however, by your rival, Gary. Even if you defeat Gary and his four best Pokémon, you'll still have to contend with six members of Team Rocket and their assorted Pokémon. If you defeat them, you'll receive a valuable Nugget as a reward. Once you clear the route out of town, follow the path to the Sea Cottage, home of the world's greatest Pokémon enthusiast, Bill the Pokémaniac!



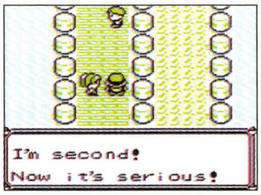
WEEDLE	MANY	FEW
KAKUNA	MANY	FEW
PIDGEY	FEW	FEW
ODDISH	FEW	NONE
ABRA	FEW	FEW
METAPOD	FEW	MANY
CATERPIE	FEW	MANY
BELLSPROUT	NONE	MANY

ITEMS

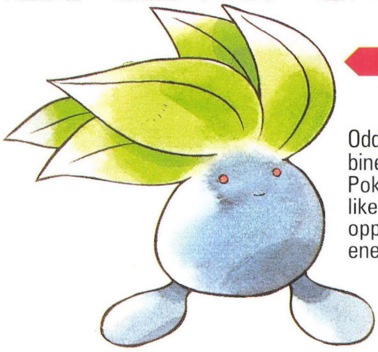
❶	TM 45
❷	TM 19

Battle For the Bridge

Team Rocket is beginning to notice you, so they've set up a test for you on the bridge leading out of Cerulean City. If you defeat six of their trainers, they'll offer you a position on their terrible team. Of course, an upstanding person like you would never join evil misfits like them!



I'm second!
Now it's serious!



#43 ODDISH

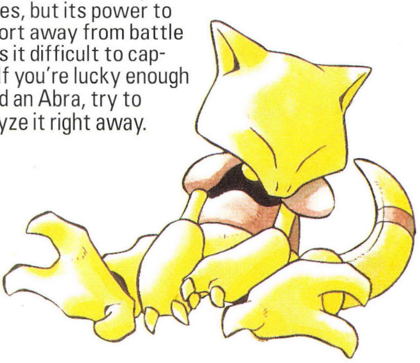
TYPE: GRASS/POISON

Oddish is just one of several combined Grass-and-Poison-type Pokémon you'll find in this area. It likes first to Poison or Stun its opponents before it drains their energy with its Absorb attack.

#63 ABRA

TYPE: PSYCHIC

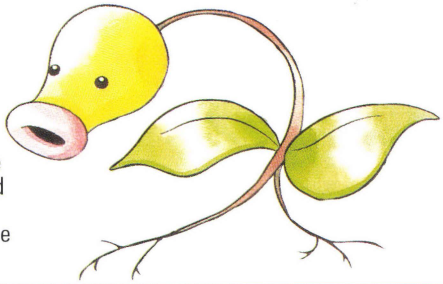
Abra doesn't have any attack abilities, but its power to Teleport away from battle makes it difficult to capture. If you're lucky enough to find an Abra, try to Paralyze it right away.



#69 BELLSPROUT

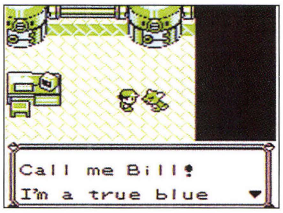
TYPE: GRASS/POISON

Bellsprout often begins a battle with Growth, which will increase the power of its special attacks. It would be wise to use your most powerful attack before Bellsprout has a chance to launch an attack of its own.

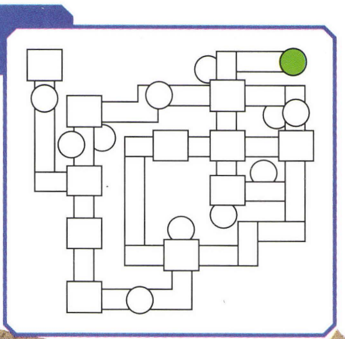


SEA COTTAGE

A freak accident with his experimental teleporter has combined Bill's cellular structure with a Pokémon's, and he needs your help to reverse the process. If you help Bill, he'll give you a ticket to the cruise ship S.S. Anne, now docked at Vermilion City. Before you leave for Vermilion City, exit the cottage and enter again, then check Bill's PC for information on four rare Pokémon.



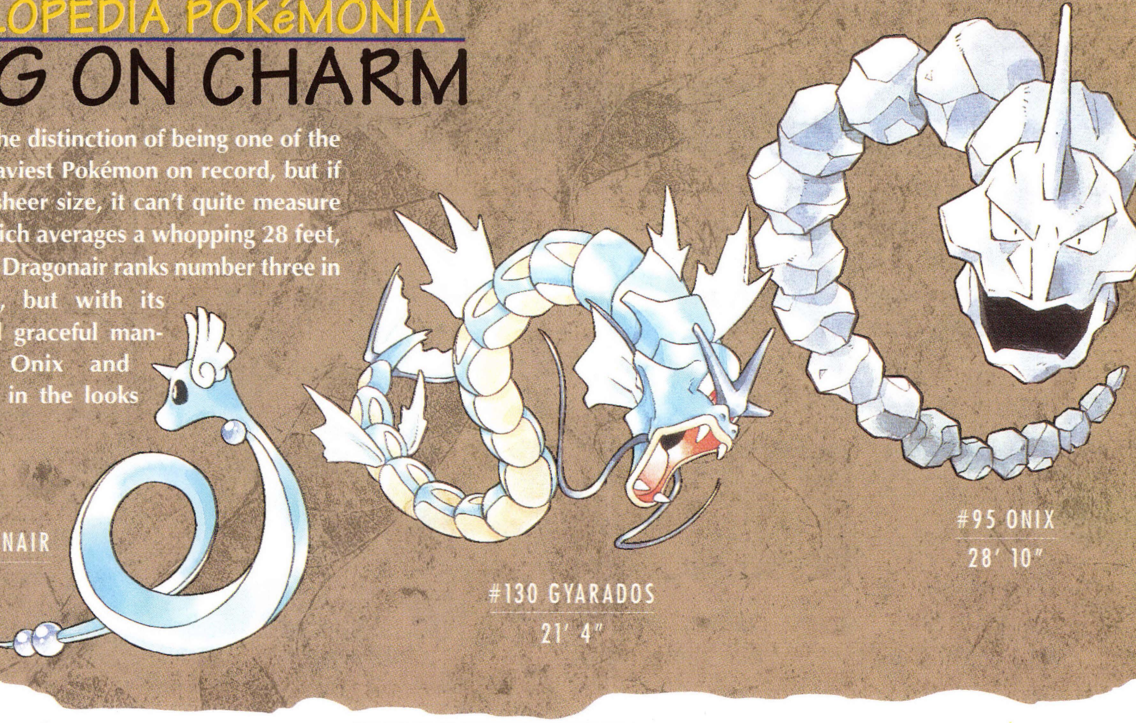
Call me Bill!
I'm a true blue



ENCYCLOPEDIA POKéMONIA

LONG ON CHARM

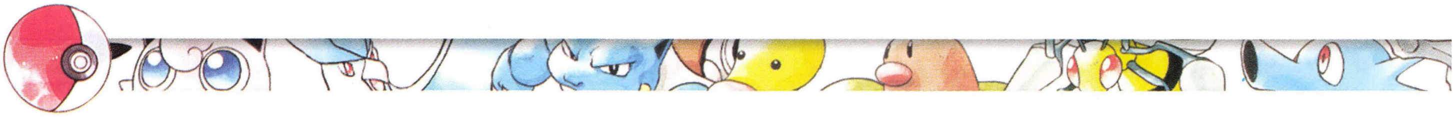
Gyarados has the distinction of being one of the longest and heaviest Pokémon on record, but if you're talking sheer size, it can't quite measure up to Onix, which averages a whopping 28 feet, 10 inches long. Dragonair ranks number three in overall length, but with its sleek lines and graceful manner, it has Onix and Gyarados beat in the looks department.



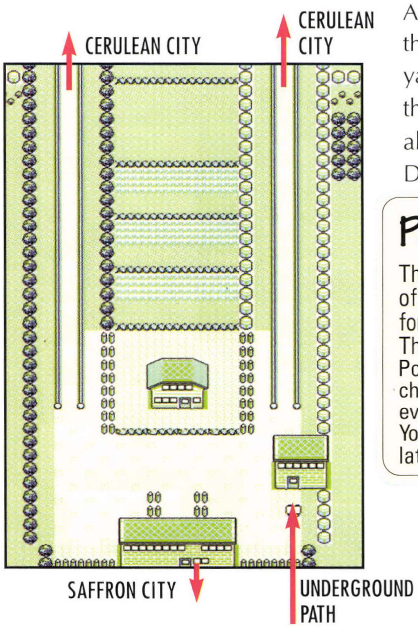
#148 DRAGONAIR
13' 1"

#130 GYARADOS
21' 4"

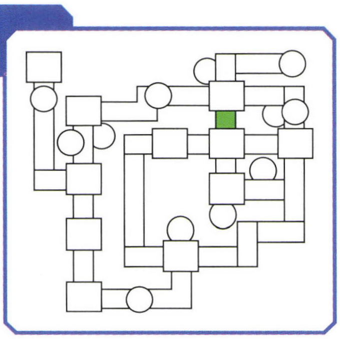
#95 ONIX
28' 10"



ROUTE 5

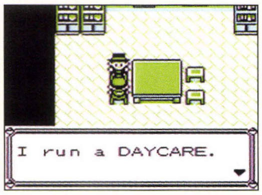


After your visit with Bill, return to Cerulean City and go to the house in the northeast corner. Walk through the backyard to find a path leading to Route 5. The road that goes through Saffron City is closed, but you can take the detour along the Underground Path. Stop off at the Pokémon Daycare before you head underground.



Pokémon Daycare

The Pokémon Daycare will train one of your Pokémon at a cost of ₽100 for every experience level gained. The fee is due when you pick up your Pokémon. You won't be able to choose which skills it learns as it evolves, but that's the risk you take. You'll likely come back this way later, so don't forget to stop in.

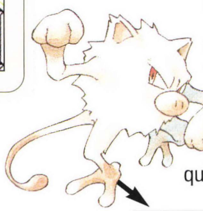


I run a DAYCARE.

ODDISH	FEW	NONE
PIDGEY	MANY	MANY
MANKEY	FEW	NONE
BELLSPROUT	NONE	FEW
MEOWTH	NONE	FEW

#56 MANKEY

TYPE: FIGHTING

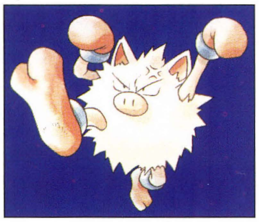


As a Fighting-type Pokémon, Mankey is more agile than most Pokémon. It can dodge even special attacks quite easily.

#57 PRIMEAPE

TYPE: FIGHTING

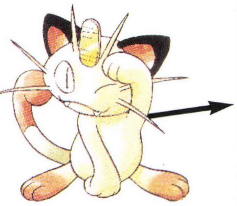
Primeape has an incredible temper, and that makes it doubly dangerous in combat. Its Karate Chop attack is formidable.

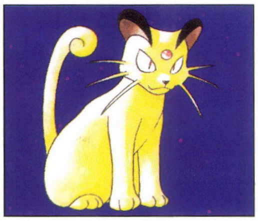


#52 MEOWTH

TYPE: NORMAL

If you have a Blue version of the game, look in the fields around Route 5 or 6 to find a Meowth. If you have a Red version, you must trade for one.





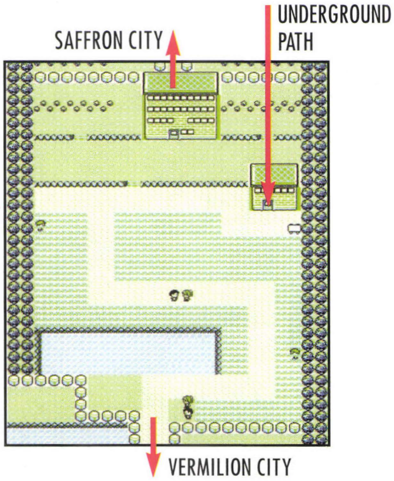
#53 PERSIAN

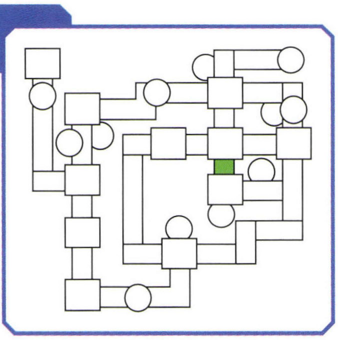
TYPE: NORMAL

Persian is as clever as it is powerful, using its Growl to reduce an opponent's attack power before striking with its teeth and claws.

ROUTE 6

The Underground Path runs beneath Saffron City and emerges on Route 6. The path to Saffron City is blocked on this side, too, but that's okay. Your destination is Vermilion City, which lies to the south. As always, there are rival trainers everywhere you turn.

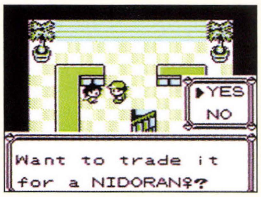




ODDISH	FEW	NONE
PIDGEY	MANY	MANY
MANKEY	FEW	NONE
BELLSPROUT	NONE	FEW
MEOWTH	NONE	FEW

Let's Make a Deal

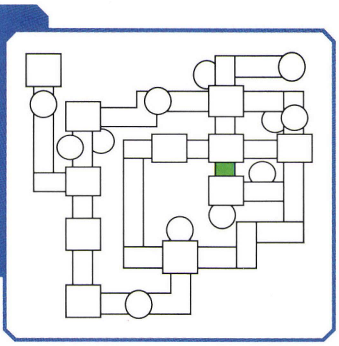
Another Pokémon collector is waiting for you at the Underground Path exit. Once again, you probably don't have the Pokémon he wants, but not to worry. No matter how long it takes you to find the proper Pokémon, this fellow will wait patiently.



Want to trade it for a NIDORAN♀?

VERMILION CITY

Vermilion City is the first stop for the luxury liner S.S. Anne, now on its yearly Pokémon Cruise. With so many rival trainers on board, it's not exactly a "love boat!" It does, however, give you a chance to gain valuable combat experience.



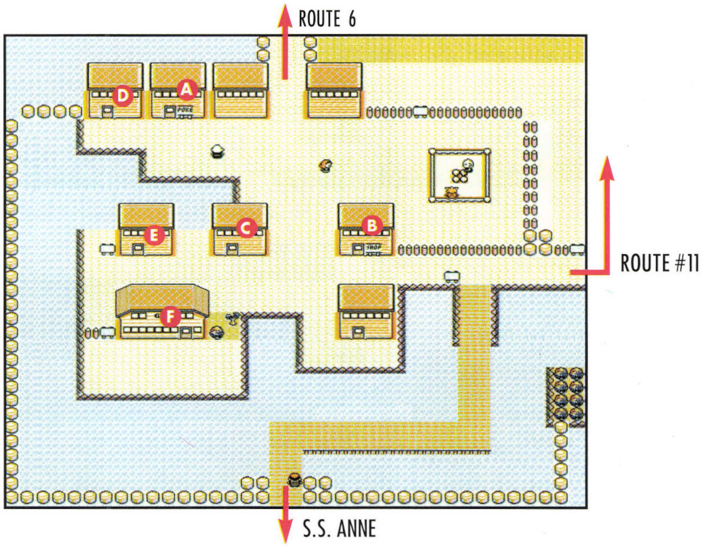
A Pokémon Center

B Pokémon Mart

POKéMON MART	
POKé BALL	200
SUPER POTION	700
ICE HEAL	250
AWAKENING	200
PARALYZE HEAL	200
REPEL	350

C Trading Post

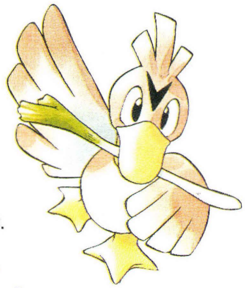
This cabin near the docks is home to yet another Pokémon enthusiast. In exchange for a Pokémon of yours, he'll give you a Pokémon called a Farfetch'd. He'll ask for a common enough Pokémon, so don't hesitate to make this trade.



#83 FARFETCH'D

TYPE: NORMAL/FLYING

It looks like a duck and quacks like a duck, but it surely isn't a duck! Farfetch'd uses twigs as mini-swords.

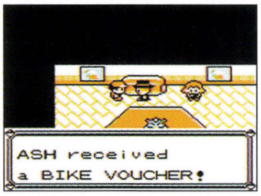


D Go Fish, Young Man

The Old Fishing Guru has taken a shine to you, and he'd like to give you his Old Rod as a gift. Use the Old Rod to fish for water-dwelling Pokémon. If you get a bite, you can either fight or try to capture the Pokémon you've hooked.

E A Gift For Gab

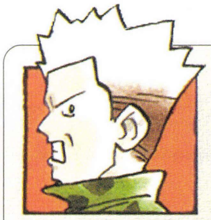
If you listen to the Pokémon Fan Club president's stories, he'll give you a Bike Voucher in return. You don't have to do it now, but you can take the voucher to the Bike Shop in Cerulean City for a free bike!



ASH received a BIKE VOUCHER!

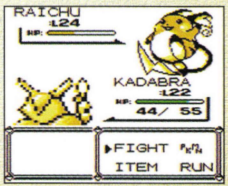
F Cut To the Quick

A bush is blocking the path to the Vermilion City Gym. The key to learning how to Cut it down is aboard the S.S. Anne.



Gym Leader: LT. SURGE

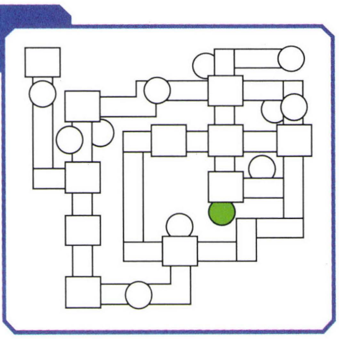
If you want to give this G.I. a jolt, put a couple of Ground-type Pokémon on your front line. You'll bust Lt. Surge back down to private in no time! If you win, you'll receive the lieutenant's Thunder Badge and TM 24 as your spoils of war. If you have a Pikachu or any Electric-type Pokémon, use the TM 24 to teach it Thunderbolt.



OPPONENTS		
	VOLTORB	LEVEL 21
	PIKACHU	LEVEL 18
	RAICHU	LEVEL 24

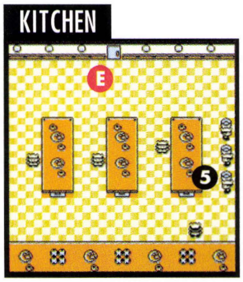
PRIZES
Thunder Badge
TM 24

S.S. ANNE

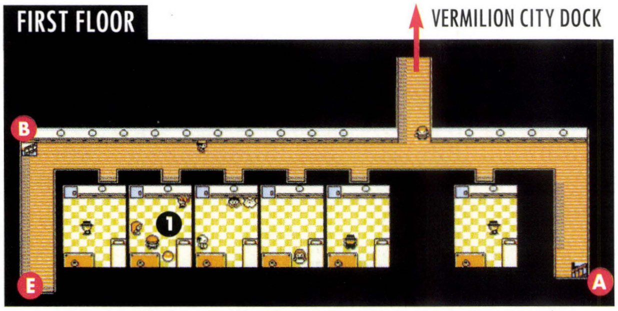


The S.S. Anne caters to a select clientele, including some of the world's most renowned Pokémon trainers. In fact, the Anne is on its annual Pokémon Cruise, where professionals and amateurs alike meet for a series of duels. Though not a trainer himself, the captain of the Anne is a Pokémon enthusiast, and he has the HM 01, which can be used to teach certain Pokémon the Cut ability. If you help him through his seasickness, he'll give it to you in gratitude.

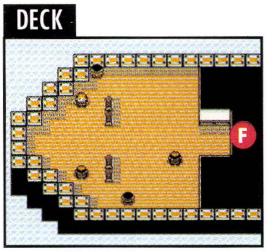
KITCHEN



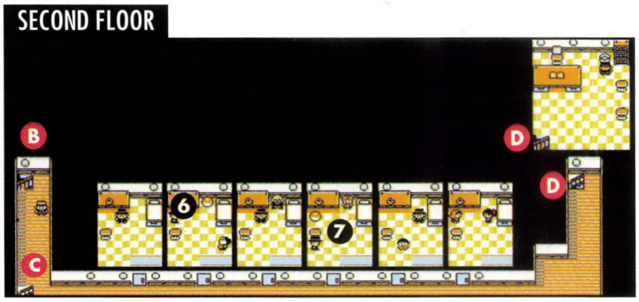
FIRST FLOOR



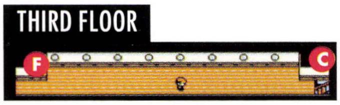
DECK



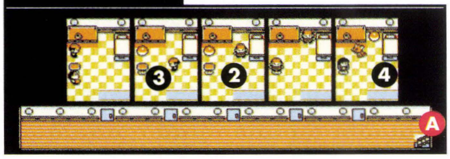
SECOND FLOOR



THIRD FLOOR



FIRST BASEMENT



ITEMS

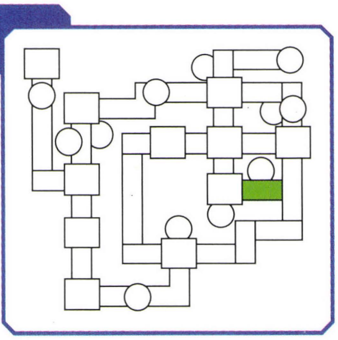
❶	TM 08
❷	ETHER
❸	MAX POTION
❹	TM 44
❺	GREAT BALL
❻	MAX ETHER
❼	RARE CANDY

Red Alert!

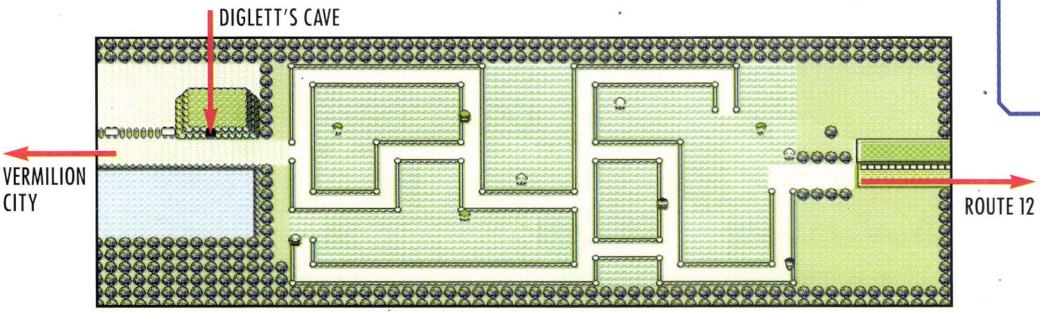
Your old rival, Gary, is blocking the passage to the captain's cabin, but you can put the smack down on him and his fake French accent. Once you defeat Gary and receive the HM 01 from the captain, the Anne will leave port.

GARY: Bonjour!
ASH!

ROUTE 11



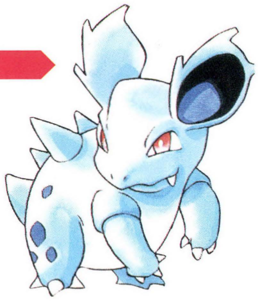
Now that you've pulled the plug on Lt. Surge, it's time to head for Lavender Town, and the quickest way to get there is to take Routes 11 and 12. Unfortunately, Route 12 is blocked by a Snorlax, but you should go as far as the lookout station. There you'll meet up with one of Professor Oak's aides. After you've talked to him, turn around and head toward Diglett's Cave.

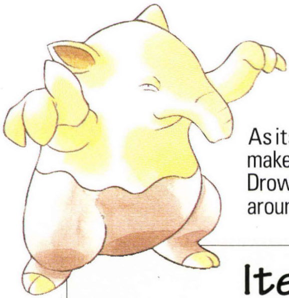


#30 NIDORINA

TYPE: POISON

Nidorina prefers to use its teeth and claws in battle, rather than its spikes.





#96 DROWZEE

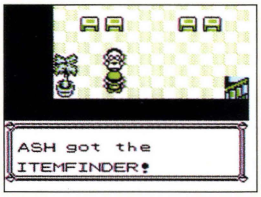
TYPE: PSYCHIC

As its name implies, Drowzee will use its Psychic abilities to make your Pokémon fall asleep during combat. Though Drowzee's Pound attack may not be the most powerful around, your Pokémon may not be in any shape to strike back!

EKANS	MANY	NONE
SPEAROW	MANY	MANY
DROWZEE	FEW	FEW
SANDSHREW	NONE	MANY

Item Finder

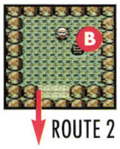
If you've collected 30 different Pokémon, Professor Oak's assistant will give you the device called the Item Finder. If you don't have 30 Pokémon, don't worry about missing this opportunity. This fellow will wait here until you return with the required number of captured creatures.

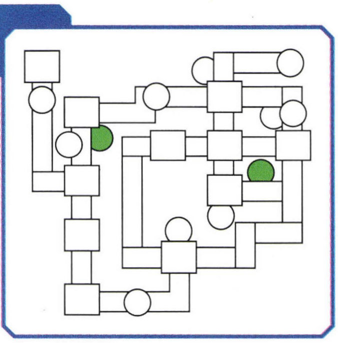


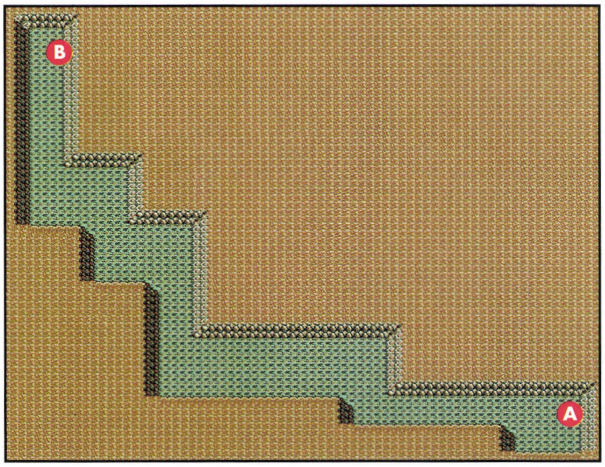
ASH got the ITEMFINDER!

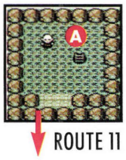
DIGLETT'S CAVE

With Route 11 blocked, you must take the roundabout route to Lavender Town. Diglett's Cave connects Route 11 with Route 2, emerging near Viridian Forest. Head north to Pewter City, then east to Cerulean City and Route 9. Now that you know how to Cut, be sure to visit the secret lab behind the Pewter City Museum.







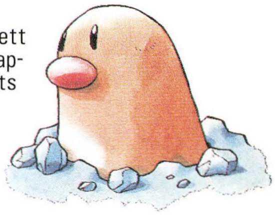


DIGLETT	MANY	MANY
DUGTRIO	FEW	FEW

#50 DIGLETT

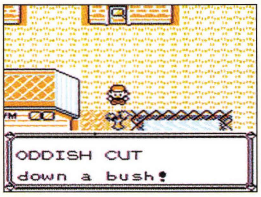
TYPE: GROUND

The challenge with Diglett is not finding one, but capturing one before it faints or runs away. Keep a lower-level Pokémon with you on this trip.

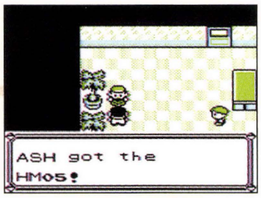


Cutting Corners

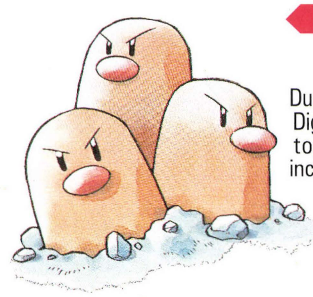
Your newly-acquired Cut ability will open up numerous opportunities for you, and you should keep an eye out for other useful Hidden Machines. The HM 05, which can be used to teach the Flash ability, is in a building near the Route 2 end of Diglett's Cave. You'll need Flash very soon, so don't leave this area without the HM 05.



ODDISH CUT down a bush!



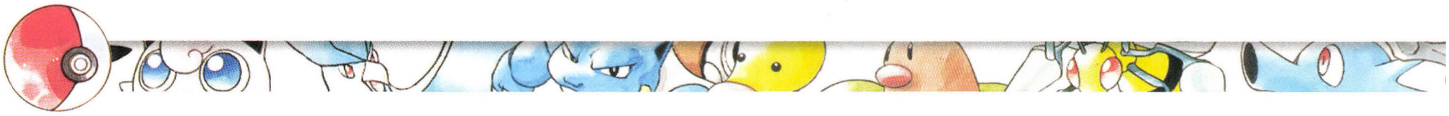
ASH got the HM05!



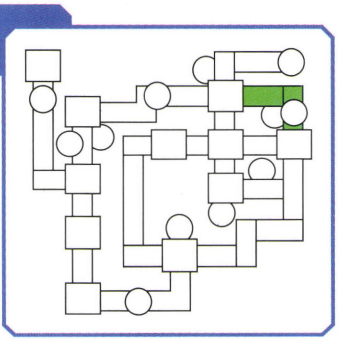
#51 DUGTRIO

TYPE: GROUND

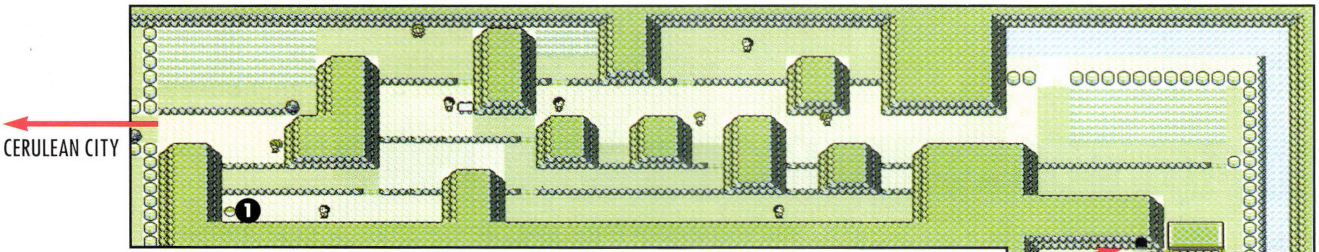
Dugtrio is actually a group of Digletts that have banded together. This bonding increases their strength by several times, allowing them to tunnel deeply enough to cause earthquakes.

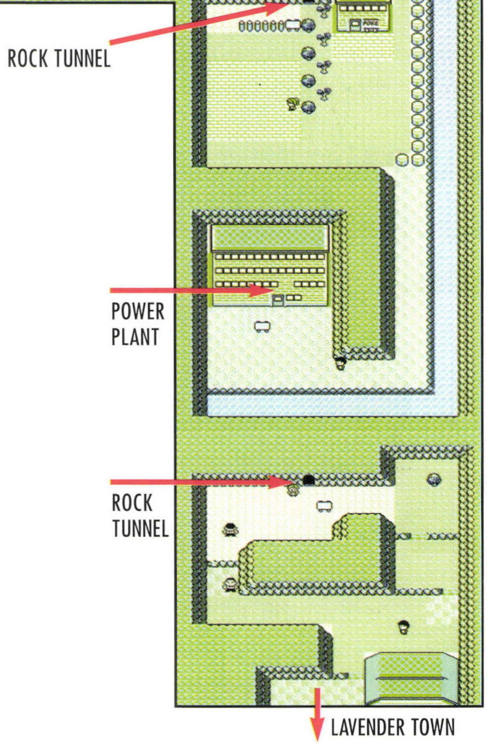


ROUTES 9 & 10



Using the Cut ability, chop your way through from Cerulean City to Route 9. Follow the path, as shown on the map, to the Pokémon Center near the entrance to Rock Tunnel. Once again, you can't go straight from Route 9 to Route 10. Enter Rock Tunnel and make your way through the maze to Route 10. Now follow Route 10 south to Lavender Town. This way may seem long, but it's also the only way to reach your next destination.



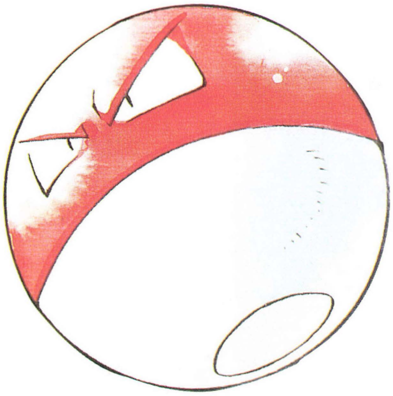


ITEM
❶ TM 30

#100 VOLTORB

TYPE: ELECTRIC

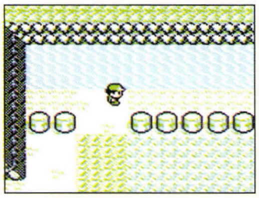
Voltorb uses Screech to lower its opponent's Defense rating before launching an electrical assault. If the odds are against it, Voltorb may use Self-Destruct to destroy itself rather than be captured.

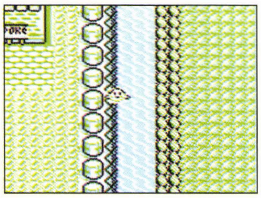


RATTATA	MANY	MANY
SPEAROW	MANY	MANY
SANDSHREW	NONE	MANY
EKANS	MANY	NONE
VOLTORB	MANY	MANY

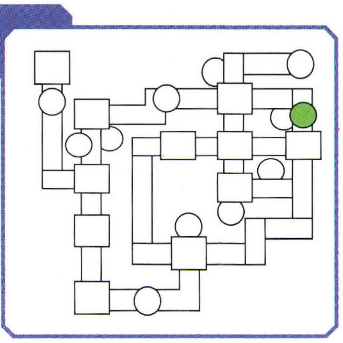
No Power To You

The Power Plant is visible from Route 9, but you can't reach it just yet. Sometime later, you'll obtain a Hidden Machine that will enable you to use the Surf technique. You'll be able then to travel along the stream that flows past both Route 9 and the Power Plant. Until then, you'll just have to keep your curiosity in check.

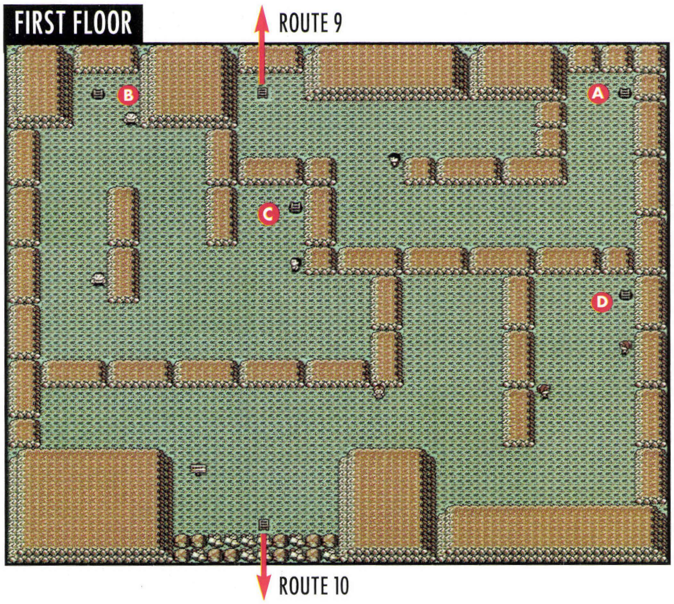


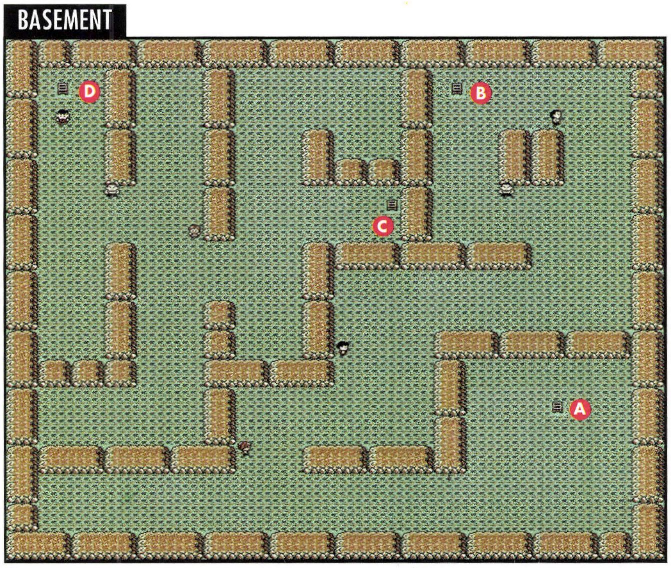


ROCK TUNNEL



Rock Tunnel is the only avenue between Routes 9 and 10. Unlike the caverns beneath Mt. Moon, Rock Tunnel is pitch black, and you must rely on the Flash technique to light your way. Use the labeled maps to follow the ladders through the tunnel to the exit. The tunnel has two levels, but there really is only one main path.

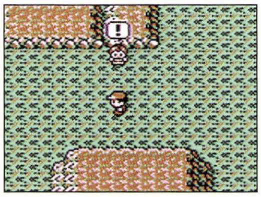


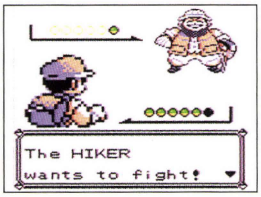


ZUBAT	MANY	MANY
GEODUDE	FEW	FEW
MACHOP	FEW	FEW
ONIX	FEW	FEW

Into the Dark

The wild Pokémon in Rock Tunnel seem to attack more often than their above-ground cousins, and if you're being attacked every few steps, it may take you a while to reach medical attention. If you want to avoid a lot of random combat, this would be a good time to try the Repel potion, which keeps minor Pokémon at bay. You'll have a much tougher time, however, avoiding the many trainers lurking in the shadows. If you want to avoid a duel, walk a path that's far away from the trainer or that's out of the trainer's line of sight.



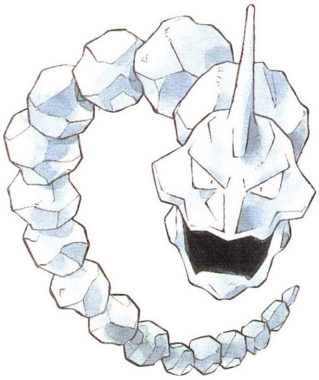


The HIKER
wants to fight!

#95 ONIX

TYPE: ROCK/GROUND

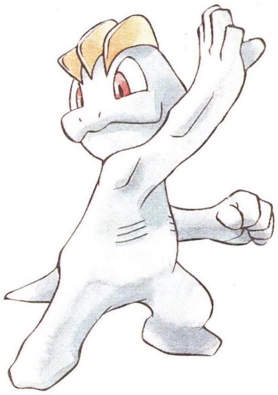
Over time, Onix's faceted skin becomes as black as coal but as hard as diamond. It is certainly an imposing sight in battle!

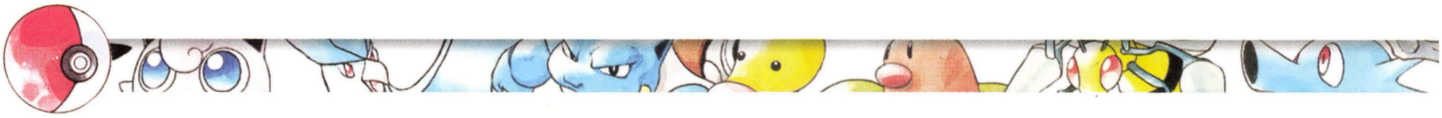


#66 MACHOP

TYPE: FIGHTING

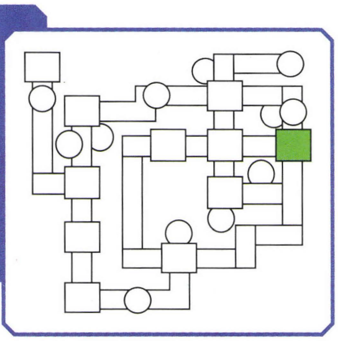
Like Mankey, Machop is very agile and can dodge even special attacks. Machop is also one of the more intelligent Pokémon, and it is known for being a master of various martial arts.

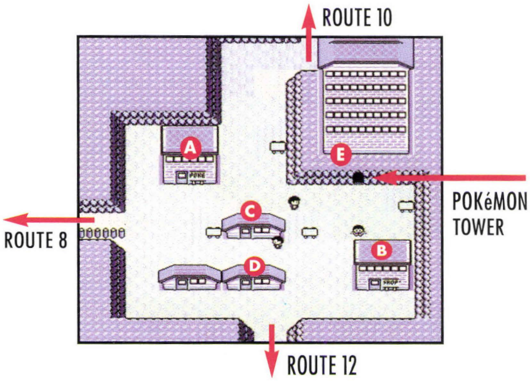




LAVENDER TOWN

Lavender Town is renowned as the last resting place for many dear, departed Pokémon. Every day, devoted trainers attend memorial services in Pokémon Tower, but lately, the tower has gained a reputation for being haunted by malevolent spirits!





A Pokémon Center

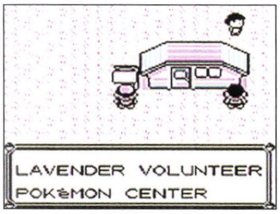
B Pokémon Mart

POKéMON MART

GREAT BALL	600
SUPER POTION	700
REVIVE	1,500
ESCAPE ROPE	550
SUPER REPEL	500
ANTIDOTE	100
BURN HEAL	250
ICE HEAL	250
PARLAYZE HEAL	200

C Fuji is Missing

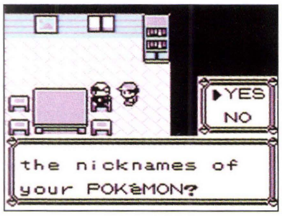
Kindly Mr. Fuji is the head of the Volunteer Pokémon Center in Lavender Town, but the elderly gentleman has gone missing. It may be that his sudden disappearance has something to do with the strange disturbances in Pokémon Tower, but there's no telling yet what the connection is. It's best just to push on, but keep your eyes open for clues.



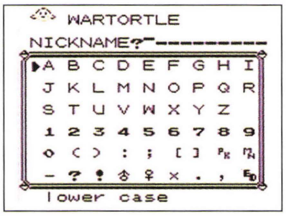
LAVENDER VOLUNTEER
POKéMON CENTER

D The Name Game

If you'd like the nicknames for your Pokémon rated, or if you'd like to change their nicknames, then visit this fellow in his registry office. Rating nicknames seems to us a very odd occupation, but if there's a market for it, who are we to argue? There's no charge for this service, so it's obviously a labor of love.



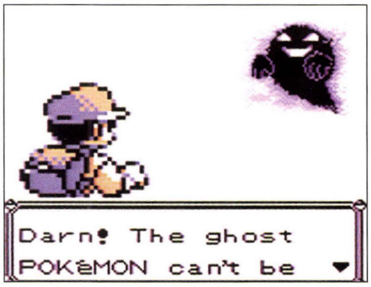
the nicknames of
your POKéMON?



WARTORTLE
NICKNAME?

E Pokémon Tower

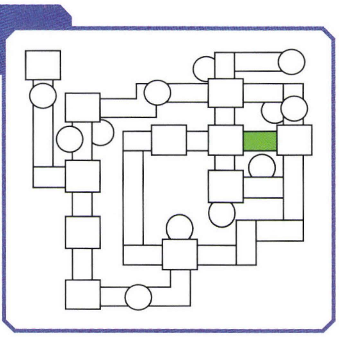
We're no Mulder or Scully, but it seems to us that something sinister is going on in Pokémon Tower, and it's not just swamp gas. To find out what this eeriness is all about, you must first identify the ghosts that are roaming the halls. The only device that can do that is called a Silph Scope. Rumor has it you can obtain a Silph Scope in Celadon City, so it's time to hit the road again.

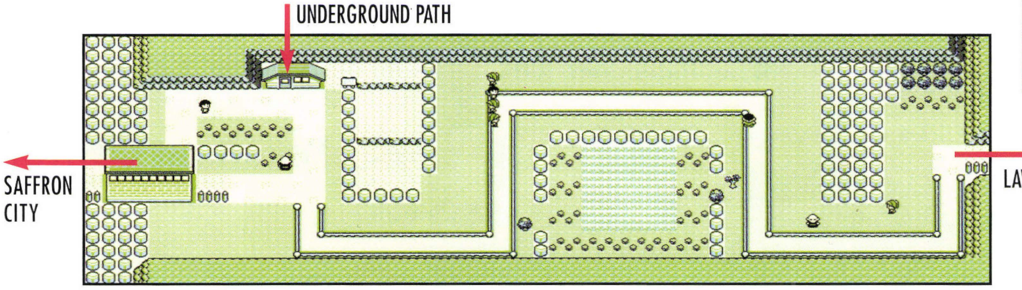


Darn! The ghost
POKéMON can't be ▼

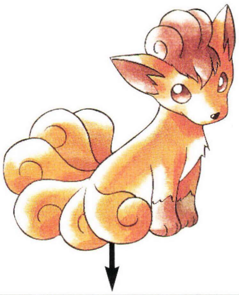
ROUTE 8

Celadon City lies to the west, past Saffron City. Once again, the road through Saffron City is blocked, but you can use another Underground Path to bypass it and reach the road beyond. Why is Saffron City locked up tight? That's yet another mystery for another day.





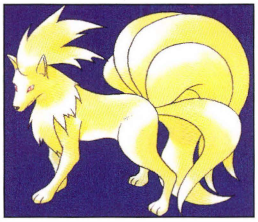
PIDGEY	FEW	FEW
MANKEY	FEW	NONE
EKANS	FEW	NONE
GROWLITHE	FEW	NONE
MEOWTH	NONE	FEW
SANDSHREW	NONE	FEW
VULPIX	NONE	FEW



#37 VULPIX

TYPE: FIRE

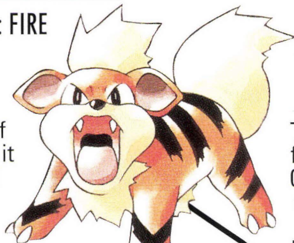
Vulpix is tough to find in the Blue version of the game, and it can't be found at all in the Red version.



#38 NINETALES

TYPE: FIRE

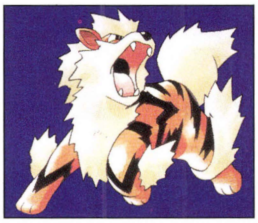
As with many Pokémon, Ninetales can't be found in the wild at all. To obtain one, you must nurture a Vulpix until it evolves.



#58 GROWLITHE

TYPE: FIRE

The elusive Growlithe can be found only on Route 7, Route 8 or Cinnabar Island. Handle combat with it carefully.



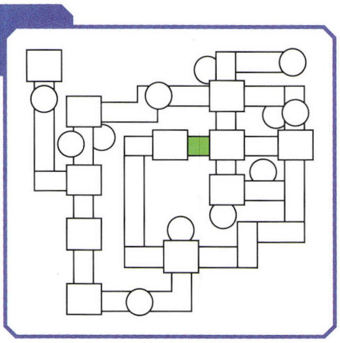
#59 ARCANINE

TYPE: FIRE

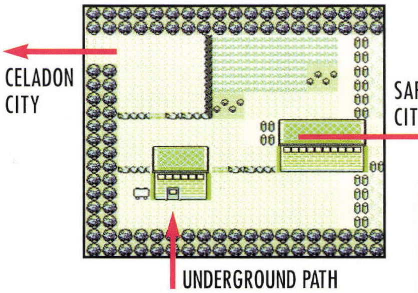
Arcanine's formidable arsenal of special attacks includes Roar, Ember, Leer and Take Down. Ground-, Rock- and Water-type Pokémon, however, can put out this puppy's fire.

ROUTE 7

The Underground Path takes you to Route 7, which leads straight into Celadon City. Major attractions in town include the Celadon Department Store and the Game Corner.

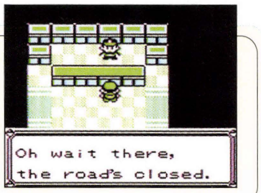


PIDGEY	FEW	FEW
ODDISH	FEW	NONE
MANKEY	FEW	NONE
GROWLITHE	FEW	NONE
BELLSPROUT	NONE	FEW
MEOWTH	NONE	FEW
VULPIX	NONE	FEW



A Pause To Refresh

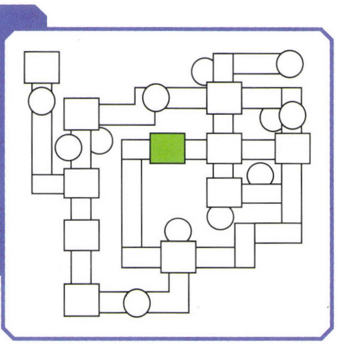
Every road leading into Saffron City is blocked, and no one seems to know why. Are the guards posted at the gates to keep people in or out? What's being hidden? In any case, all the guards are quite thirsty. Perhaps there's something in Celadon City that could help in this situation.

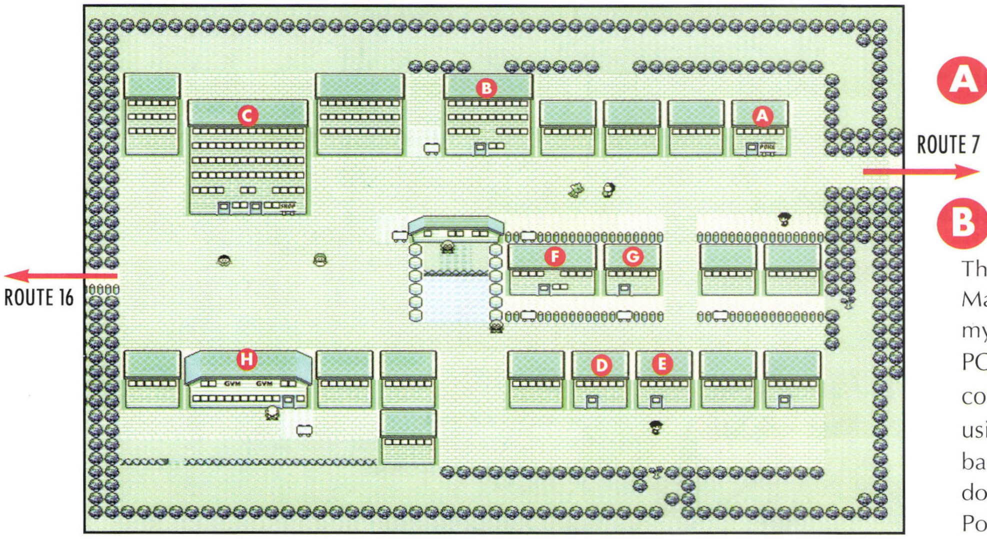


Oh wait there,
the road's closed.

CELADON CITY

Your local Pokémon Mart is great for quick shopping trips, but if you want to talk about selection, nothing beats the Celadon Department Store. Stop by today to stock up on supplies and perhaps even solve a few of your ongoing problems.





A Pokémon Center

B Celadon Mansion

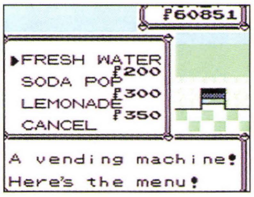
There's nothing in the Celadon Mansion that relates directly to the mystery at hand, but you can use the PC on the second floor to log on to the computer storage systems you've been using. You can also walk around to the back of the mansion to find a secret door. Go upstairs to find the amazing Pokémon known as Eevee.

C One-Stop Shopping

The Celadon Department Store is the place for one-stop shopping. Be sure to buy a Poké Doll and at least one of the evolution-inducing stones on the fourth floor. Talk to every clerk behind every counter to see their entire selection. You may even receive a free sample!

Thirst Quencher

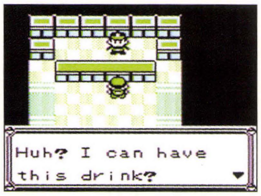
All this adventuring has probably given you a monstrous thirst. Visit the café on the top floor of the Celadon Department Store to find a vending machine and a thirsty little girl. If you give her some water, she'll give you a TM 13. Follow up with soda pop and lemonade, and she'll give you a TM 48 and a TM 49. These drinks are as refreshing to Pokémon as they are to humans and, like Potions, can be used to replenish some of a Pokémon's HP. Before you leave the café, buy one extra bottle of water to take to the parched guard at the nearest Saffron City gate.



₽60851

▶FRESH WATER ₽200
SODA POP ₽300
LEMONADE ₽350
CANCEL

A vending machine!
Here's the menu!



Huh? I can have
this drink?

DEPARTMENT STORE

Second Floor

Great Ball	600
Super Potion	700
Revive	1,500
Super Repel	500
Antidote	100
Burn Heal	250
Ice Heal	250
Awakening	200
Paralyze Heal	200
TM 32	1,000
TM 33	1,000
TM 02	2,000
TM 07	2,000
TM 37	2,000
TM 01	3,000
TM 05	3,000
TM 09	3,000
TM 17	3,000

Fourth Floor

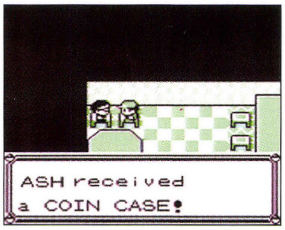
Poké Doll	1,000
Fire Stone	2,100
Thunder Stone	2,100
Water Stone	2,100
Leaf Stone	2,100

Fifth Floor

X Accuracy	950
Guard Spec.	700
Dire Hit	650
X Attack	500
X Defend	550
X Speed	350
X Special	350
HP Up	9,800
Protein	9,800
Iron	9,800
Carbos	9,800
Calcium	9,800

D You Want Fries With That?

Team Rocket is up to something in Celadon City, and it's your job to find out what. If you can't put your finger on it at first, do what all those old-time movie detectives did: grab a bite at the local diner and see what turns up. Someone might point you in the right direction.

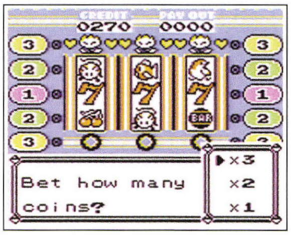

ASH received
a COIN CASE!

E Pokémon Racket

Next door to the diner is a warehouse operation that's shipping over 2,000 Pokémon a month, with most of them being used as prizes at the Game Corner slot arcade. Big numbers mean big money, and that has Team Rocket written all over it. Maybe it's time to mosey over to the Game Corner.

F The Big Payoff

As they say in the movies, everything seems "legit" in the Game Corner, at least at first glance. People are having fun at the slot machines and no one is making trouble, but the tough guy near the back of the room does look suspicious.



Bet how many
coins?

G Exchange Corner

If you win any coins at the slot machines, you can bring them to the Exchange Corner and buy items or rare Pokémon. This is where all those Pokémon are going, but the real answers lie somewhere in the Game Corner.

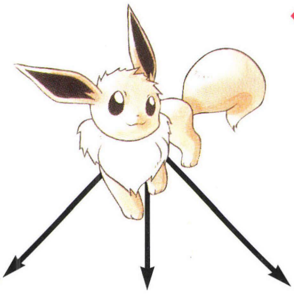
H On the Back Burner

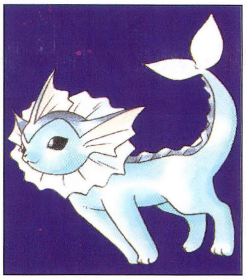
For once, the real action in town is somewhere other than the gym. You should still challenge the local trainers, but it doesn't have to be right away.

#133 EEVEE

TYPE: NORMAL

Eevee can't evolve on its own, but there are three special stones that can trigger a change. Each stone has a different effect.

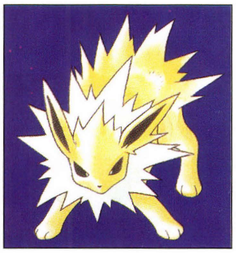




#134 VAPOREON

TYPE: WATER

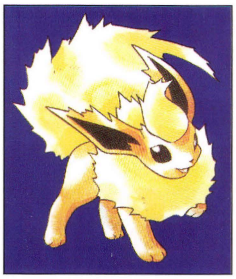
The Water Stone changes Eevee into Vaporeon, a Water-type Pokémon. The Leaf Stone and Moon Stone don't affect it.



#135 JOLTEON

TYPE: ELECTRIC

The Thunder Stone transforms Eevee into the hair-raising Pokémon called Jolteon. Another Electric-type Pokémon would come in handy.



#136 FLAREON

TYPE: FIRE

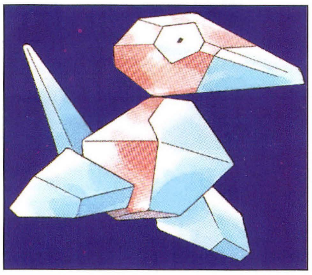
Use the Fire Stone to change Eevee into Flareon. This Pokémon's Fire-type powers are a force to be reckoned with.

Ex. Corner Red

ABRA	180
CLEFAIRY	500
NIDORINA	1,200
DRATINI	2,800
SCYTHER	5,500
PORYGON	9,999
TM 23	3,300
TM 15	5,500
TM 50	7,700

Ex. Corner Blue

ABRA	120
CLEFAIRY	750
NIDORINO	1,200
PINSIR	2,500
DRATINI	4,600
PORYGON	6,500
TM 23	3,300
TM 15	5,500
TM 50	7,700



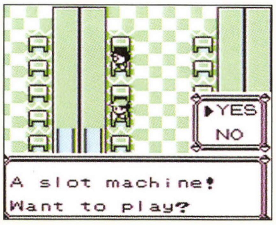
#137 PORYGON

TYPE: NORMAL

Porygon's crystalline body is unusual, even as Pokémon go. Some collectors like Porygon as a showpiece and not as a fighting specimen.

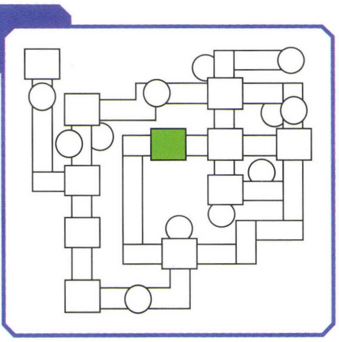
Playing the Odds

To play the slot machines in the Game Corner, you must first find something to hold your coins. Speak to a man sitting in the diner to receive a Coin Case. Bring the case to the Game Corner and speak to some of the other players to receive a few coins for free. If you want more, you can buy them at the counter. Choose any open machine and press A to start playing. The odds of winning are not very good, and if you're playing just to win enough coins to buy a new Pokémon, you're better off saving your money for something else.

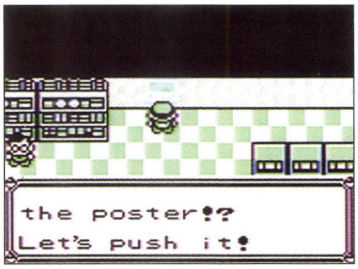


A slot machine!
Want to play?

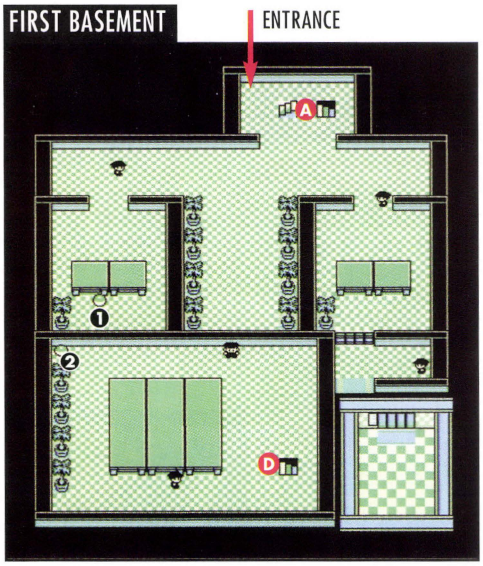
GAME CORNER



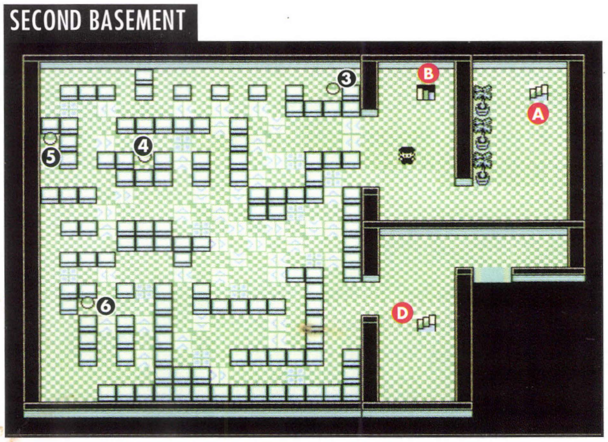
Your sharp sleuthing has landed you smack in the middle of a huge Team Rocket operation. The man in the slick suit at the rear of the Game Corner is actually guarding the entrance to a secret, underground lair. The head of this branch of Team Rocket is a sinister figure known only as Giovanni. He has a prototype Silph Scope, which is what you need to identify the ghosts back at Pokémon Tower. Don't let him escape!


the poster!?
Let's push it!

FIRST BASEMENT



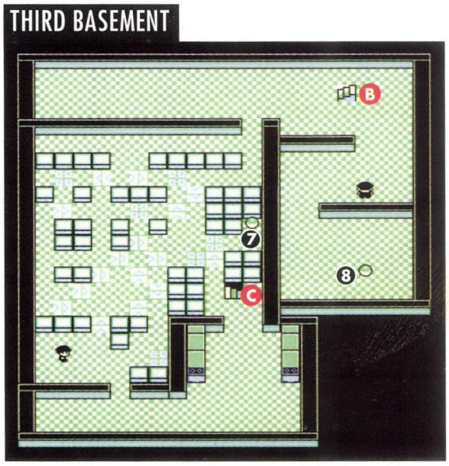
SECOND BASEMENT



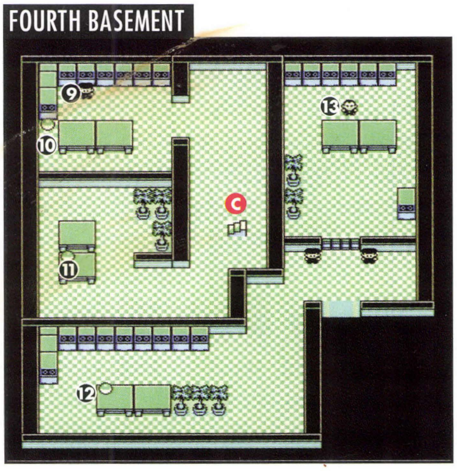
ITEMS

- ❶ ESCAPE ROPE
- ❷ HYPER POTION
- ❸ NUGGET
- ❹ TM 07
- ❺ MOON STONE
- ❻ SUPER POTION
- ❼ RARE CANDY
- ❽ TM 10
- ❾ LIFT KEY
- ❿ TM 02
- ⓫ HP UP
- ⓬ IRON
- ⓭ SILPH SCOPE

THIRD BASEMENT

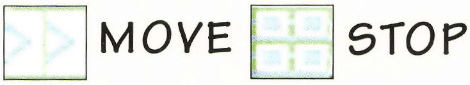


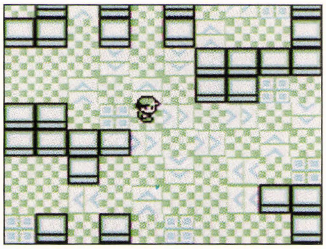
FOURTH BASEMENT



Going Places

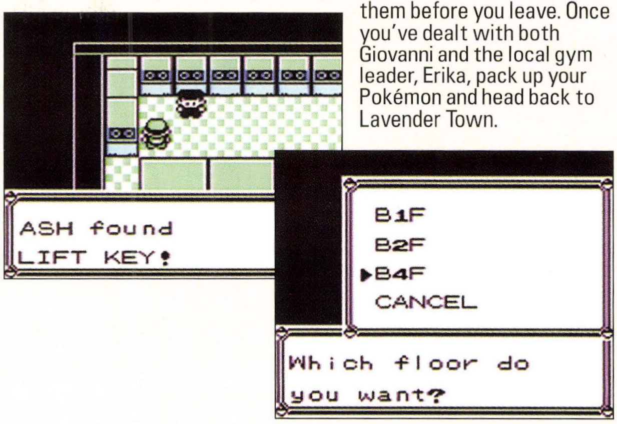
Some sections of the basement are covered in special tiles that move you automatically from one place to another. You can't control this movement, but arrows on the tiles show you where you're going. The "checkerboard" tiles stop you on that spot. These tile mazes aren't very difficult to navigate, and even if you do make a wrong turn, you'll usually end up back at a common crossroads. If that happens, just pick a different path and try again.





Need a Lift?

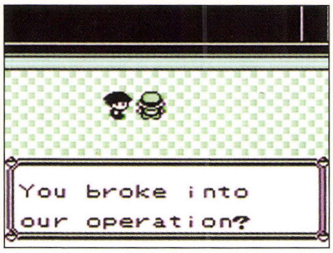
The key to reaching Giovanni's office is literally that—a key. The Lift Key that operates the elevator is on the fourth floor down. From the entrance, follow stairways A and B to the third sub-basement. Make your way through the maze to stairway C. Grab the key from the upper-left corner, then go back upstairs to the first sub-basement. Use the elevator to go down to the fourth sub-basement and Giovanni's office. There are valuable items and Team Rocket members everywhere, and you should probably take the time to deal with all of them before you leave. Once you've dealt with both Giovanni and the local gym leader, Erika, pack up your Pokémon and head back to Lavender Town.


ASH found LIFT KEY!

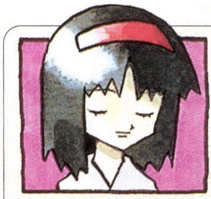
Which floor do you want?

Rocket Rumble

There are no fewer than 11 Team Rocket trainers guarding this base, not to mention Giovanni himself. Most of their captive Pokémon are between level 17 and level 22. Giovanni himself, however, is armed with a level-25 Onix, a level-24 Rhyhorn and a level-29 Kangaskhan. A team of Water-type or Grass-type Pokémon would do well against this terrible trio. If you defeat Giovanni's Pokémon, he'll leave in a huff and leave behind the Silph Scope as well.


You broke into our operation?

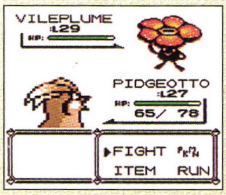
The ROCKET wants to fight!



Gym Leader: ERIKA

If you defeat Erika's three Grass-type Pokémon, you'll receive her TM 21 and Rainbow Badge to mark your victory. As you may know, if you don't demonstrate enough skill as a trainer, higher-level Pokémon may sometimes ignore your commands in battle. With the Rainbow Badge in hand, all of your Pokémon up to level 50 will always obey you.

The ERIKA wants to fight!

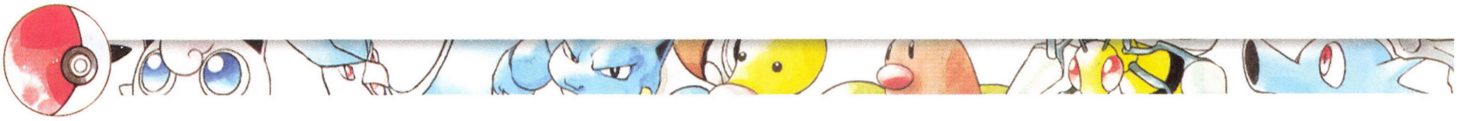


Prizes

RAINBOW BADGE	
TM 21	

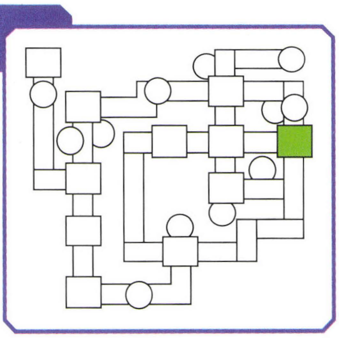
Opponents

VICTREEBEL	LEVEL	29
TANGELA	LEVEL	24
VILEPLUME	LEVEL	29

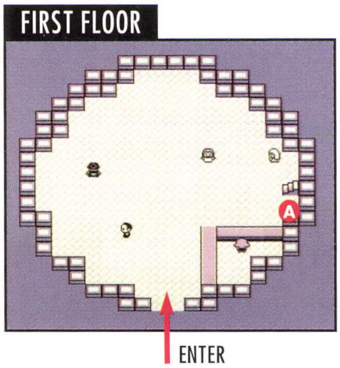


POKéMON TOWER

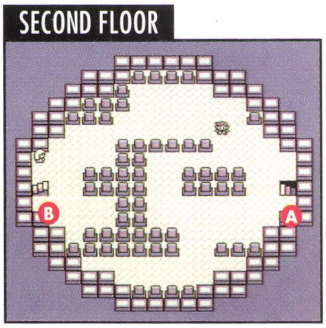
The situation in Pokémon Tower is grave indeed, but with the Silph Scope, you should be able to dig up whatever is causing all the trouble. You don't have to do anything special with the scope, but just be sure you have it with you when you enter the tower. The Silph Scope automatically identifies any ghosts and makes it possible for you to engage them in combat. Make your way to the top of the tower as fast as you can, but be ready for a "Gastly" good time!



FIRST FLOOR



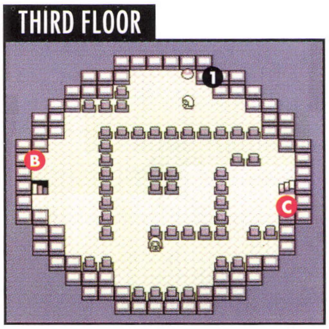
SECOND FLOOR



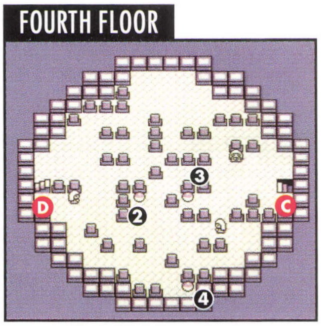
ITEMS

❶	ESCAPE ROPE
❷	AWAKENING
❸	ELIXER
❹	HP UP
❺	NUGGET
❻	X ACCURACY
❼	RARE CANDY

THIRD FLOOR

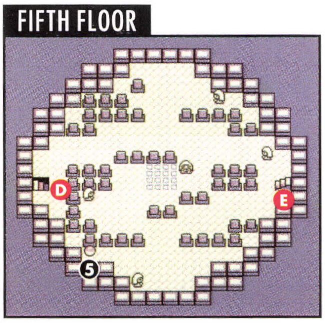


FOURTH FLOOR

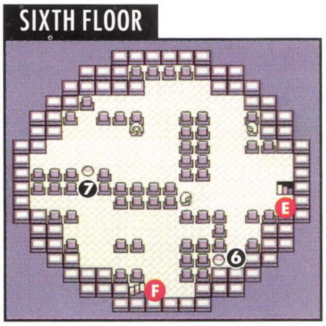


GASTLY	MANY	MANY
HAUNTER	FEW	FEW
CUBONE	FEW	FEW

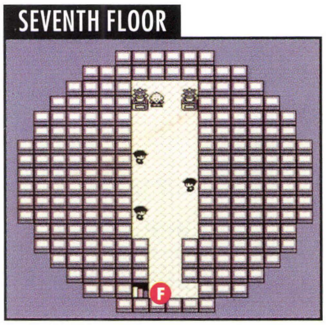
FIFTH FLOOR



SIXTH FLOOR



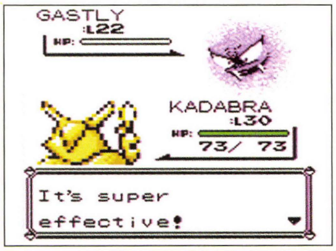
SEVENTH FLOOR



Scoping Out Danger

Without the Silph Scope, you can't identify the ghosts lurking in Pokémon Tower. If you can't identify them, you can't fight them. With the scope in hand, you can fight and even try to capture these astral aggressors. Many special attacks don't affect Ghost-type Pokémon at all, so you should approach them with extreme caution. You'll have better luck capturing a Gastly or a Haunter if you use Great Balls instead of regular Poké Balls.

Wild GASTLY
appeared!

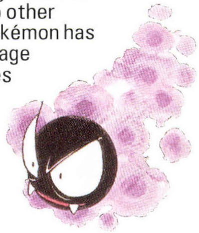


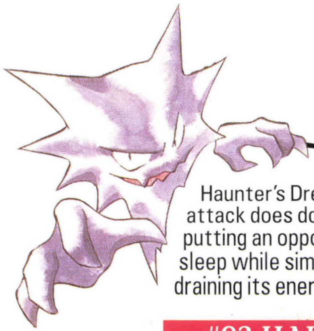
It's super
effective!

#92 GASTLY

TYPE: GHOST/POISON

Most types of Pokémon have a natural advantage over at least one or two other types, but no Pokémon has a natural advantage over Ghost-types like Gastly and Haunter.

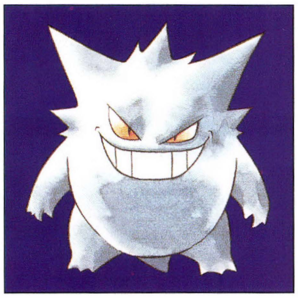




Haunter's Dream Eater attack does double duty, putting an opponent to sleep while simultaneously draining its energy.

#93 HAUNTER

TYPE: GHOST/POISON



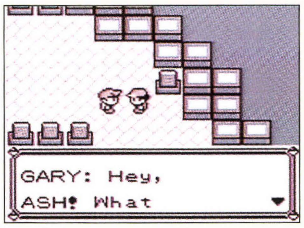
#94 GENGAR

TYPE: GHOST/POISON

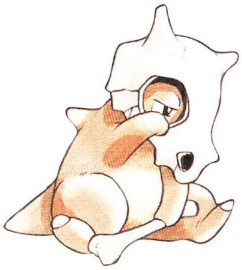
Both Gastly and Haunter can be found and captured in the wild, but Gengar can be obtained only by training a Haunter until it evolves.

Ghastly Gary

Gary is poking his nose into your business yet again, but now he has some powerful Pokémon to back him up. He has five Pokémon for this battle, including a level-25 Pidgeotto, a level-23 Gyarados, a level-22 Growlithe, a level-20 Kadabra and the Pokémon he chose at the beginning of the game. Even if you win the duel, it will be only a matter of time before Gary challenges you again, so always be on the lookout.



GARY: Hey,
ASH! What



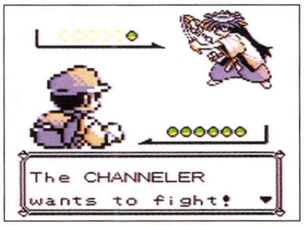
#104 CUBONE

TYPE: GROUND

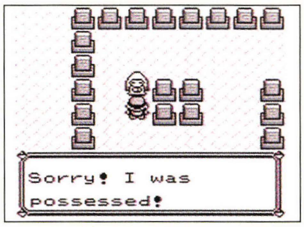
Cubone uses the bones of other Pokémon to fashion crude weapons and armor. It uses both clubs and boomerangs with devastating efficiency.

Channel Surfing

Pokémon Tower is staffed by a group of people who call themselves Channelers. These normally mysterious folk are possessed by some strange force, and the only way to shock them out of the spell is to defeat them in a duel. Most of the Channelers have a Gastly or two at their command, so be ready for their Confuse Ray attacks. There's no cure for Confusion, but switching back and forth between Pokémon seems to help shake it off.



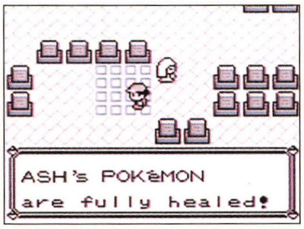
The CHANNELER
wants to fight!



Sorry! I was
possessed!

Life & Light

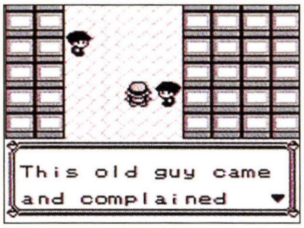
The leader of the Channelers has broken free of the dark power that held her and created a healing zone on the fifth floor of the tower. Enter this area to restore your Pokémon to full vim and vigor. You may use this zone as many times as you like.



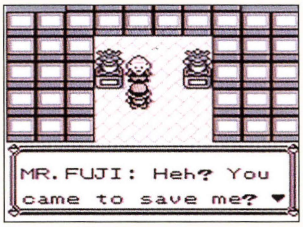
ASH's POKéMON
are fully healed!

Fuji and the Flute

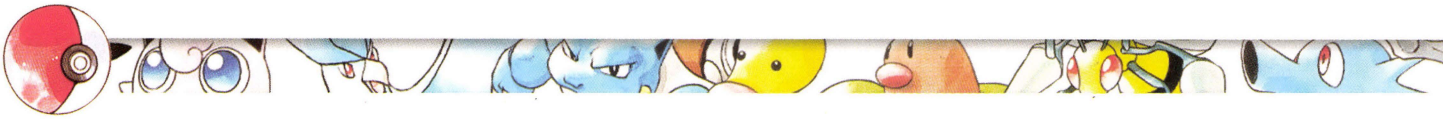
Now that you have the Silph Scope, you can identify the ghost that's causing all of trouble. It's waiting next to the stairs leading to the seventh floor of the tower. Once it's laid to rest, proceed to the next floor, where three Team Rocket members are lying in wait. Team Rocket heard about the disturbances in Pokémon Tower, and their agents have come to try to take advantage of the chaos. After you send them packing, you can finally meet up with old man Fuji. He'll be so grateful for your help, he'll reward you with the Poké Flute. One toot from this flute will wake up any sleeping Pokémon.



This old guy came
and complained

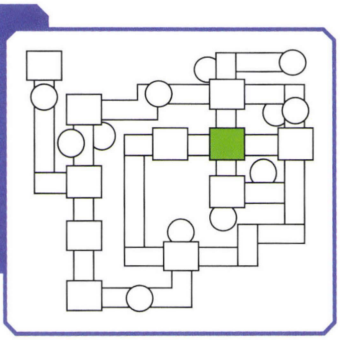


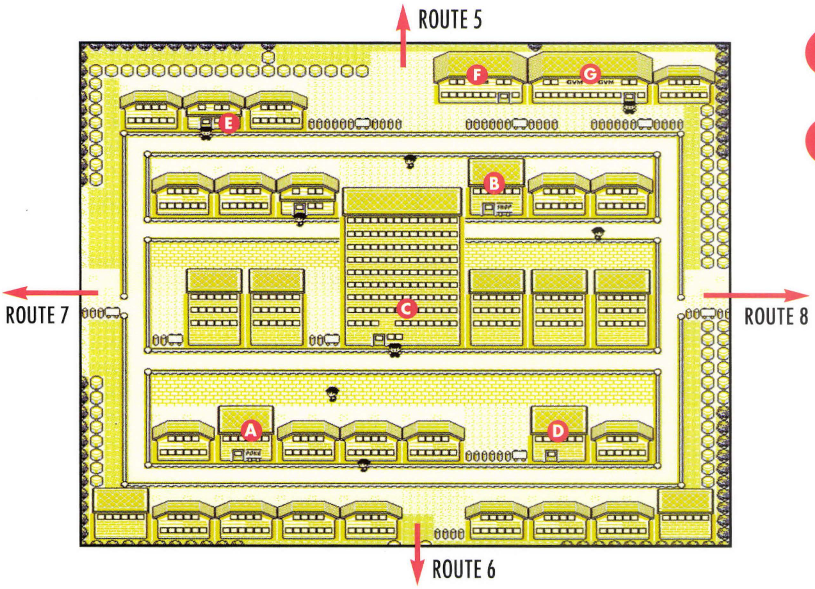
MR. FUJI: Heh? You
came to save me?



SAFFRON CITY

Saffron City is home to the Silph Co., the makers of the fabulous Silph Scope. How did Giovanni get his paws on the Silph Scope prototype? Is the company in cahoots with Team Rocket? We think it's time for a little industrial espionage!





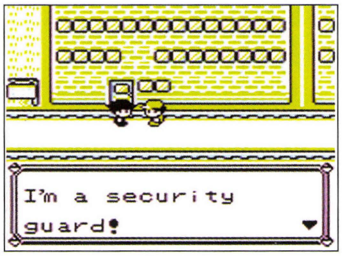
A Pokémon Center

B Pokémon Mart

POKéMON MART	
GREAT BALL	600
HYPER POTION	1,500
MAX REPEL	700
ESCAPE ROPE	550
FULL HEAL	600
REVIVE	1,500

C Mission: Improbable

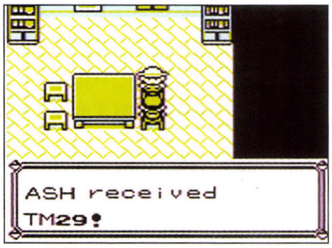
If Silph Co. is providing Team Rocket with advanced technology, that could spell trouble for the entire world. Luckily for you, the security guard at the company headquarters isn't very concerned about trespassers. In fact, he seems to want you to go inside. He could be leading you into a trap, or he may actually be hoping you'll help whoever is inside. There's only one way to find out!



I'm a security guard!

D Mr. Psychic

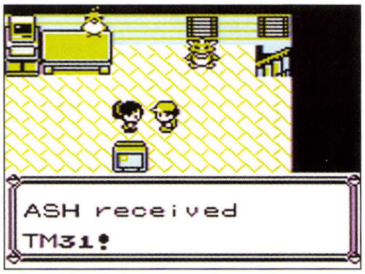
The so-called Mr. Psychic claims that he can read the mind of anyone who walks through his door. He says that if you visit him, he'll pick out whichever Technical Machine you're thinking about and give it to you as a present. Go ahead, try it. You weren't thinking about a TM 29? Oh, well, maybe that's why he was booted out of the Friendly Psychic Network. You received a free TM, so he can't be all bad!



ASH received TM29!

E Little Copycat

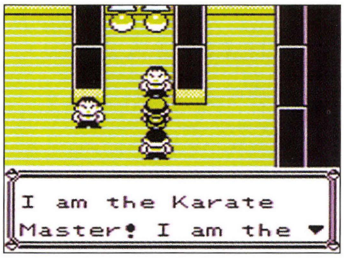
The little girl who lives here loves to mimic other people. She repeats everything you say, and you won't be able to have a normal conversation with her at all unless you bring her a Poké Doll. If you don't have one, head back to the Celadon Department Store to buy one. Give it to Copycat to receive a TM 31 in return. Maybe now she'll feel less shy and be able to relate to people normally!



ASH received TM31!

F Martial Law

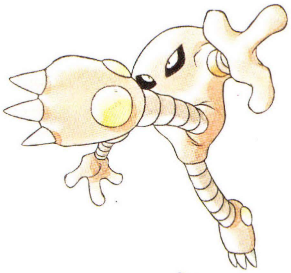
Saffron City has not one, but two gyms. One is the usual Pokémon Gym you find in most cities, while the other is a special gym that caters only to Fighting-type Pokémon and their trainers. The leader of this gym is a trainer known as the Karate Master. Defeat him and the other trainers to receive a Pokémon as a token of their esteem. You'll have a choice between a Hitmonlee and a Hitmonchan. As the ancient proverb says, "Choose wisely, grasshopper!"


I am the Karate Master! I am the ▼

#106 HITMONLEE

TYPE: FIGHTING

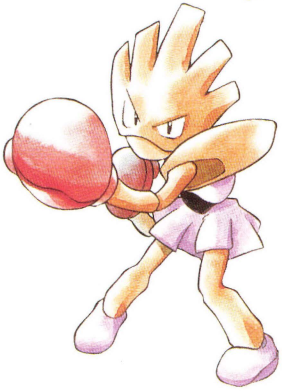
Hitmonlee will first use its Meditate ability to boost its attack power. It then will follow up with one of any number of kicking attacks. Hitmonlee relies solely on its feet in combat.



#107 HITMONCHAN

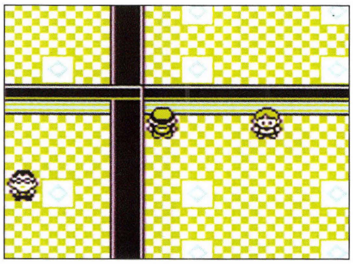
TYPE: FIGHTING

Hitmonchan, on the other hand, uses only its fists for fighting. Hitmonchan can move so quickly, its hands appear to be mere blurs in the air.



G Warp Maze

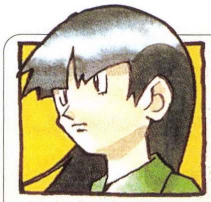
The Saffron City Gym is made up of a series of small rooms connected not by doors and hallways, but by warp tiles. Step on the tile in the gym's entrance to warp to the first room. You'll see four warp tiles arranged in a square. Step on the tile that's above or below you to warp to the next room. In each new room, step on the tile that's above or below you, and not the one to the left or the right. You'll eventually reach the gym's lead trainer, Sabrina.



Look 'Em In the Eye

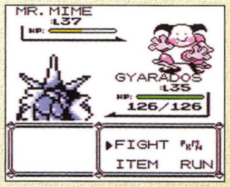
Each room in the Saffron City Gym contains a Pokémon trainer. As you know, you can avoid combat by staying out of a trainer's line of sight, but we don't recommend it in this situation. The enemies you'll be facing soon are very powerful, and you'll need all the combat experience you can get. Be warned that these trainers won't fight you once you defeat Sabrina, so you'd better get your licks in while you can and save Sabrina for last.

SLOWBRO
:L38
HP:
PIDGEOTTO
:L35
HP:
99/ 99
▶FIGHT
PKMN
ITEM
RUN



Gym Leader: Sabrina

With their powerful mental abilities, Sabrina's Psychic-type Pokémon will likely Confuse your Pokémon into hurting themselves badly. To keep this from happening, switch a Pokémon for another one as soon as it becomes Confused. Defeat Sabrina to earn her TM 46 and her Marsh Badge. The badge will ensure that any of your Pokémon up to level 70 will obey you during combat.

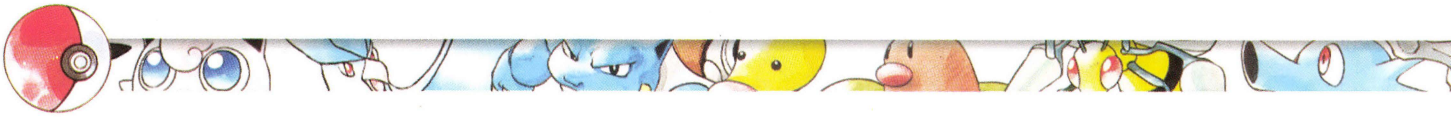


OPPONENTS

KADABRA	LEVEL 38
MR. MIME	LEVEL 37
VENOMOTH	LEVEL 38
ALAKAZAM	LEVEL 43

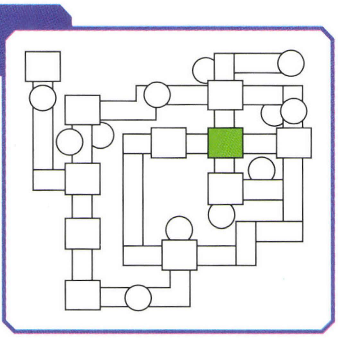
PRIZES

MARSH BADGE
TM 46

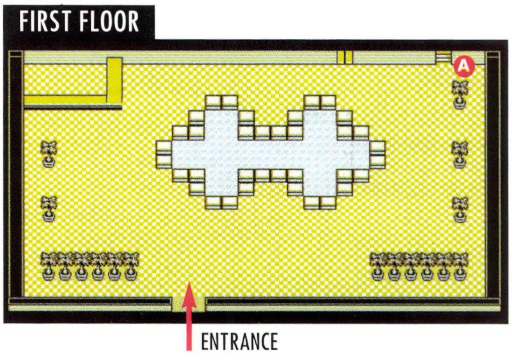


SILPH CO.

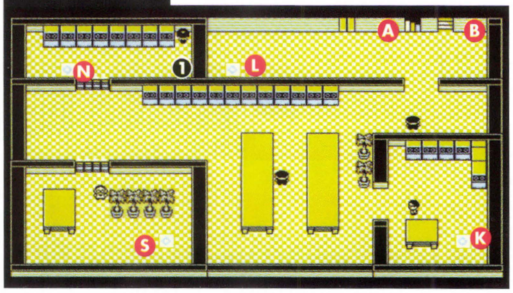
It turns out that Silph Co. is being forced to produce advanced technology for Team Rocket. You must get to the top floor and free the company president from Giovanni's evil clutches. If you roust Giovanni, the rest of the Team Rocket agents will follow, and you won't have to defeat them individually. Take advantage of the items scattered around the company, and, if you need to heal your Pokémon, look for a woman at the bottom-left corner of the ninth floor.



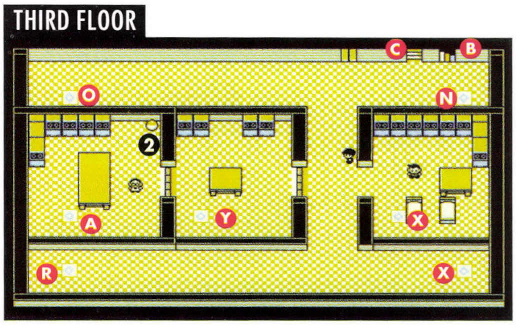
FIRST FLOOR



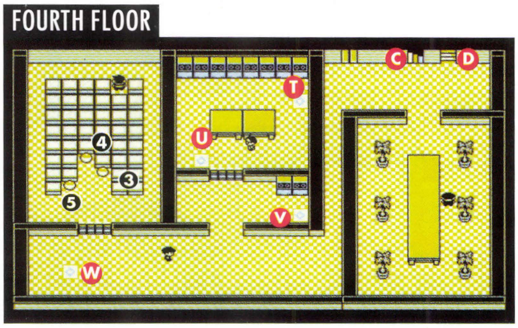
SECOND FLOOR



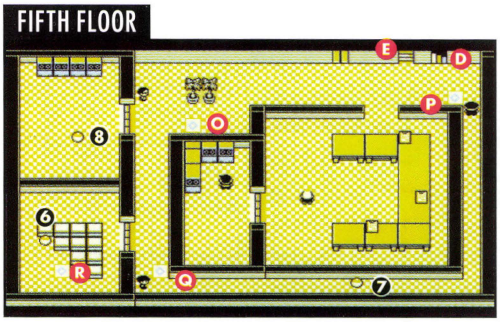
THIRD FLOOR



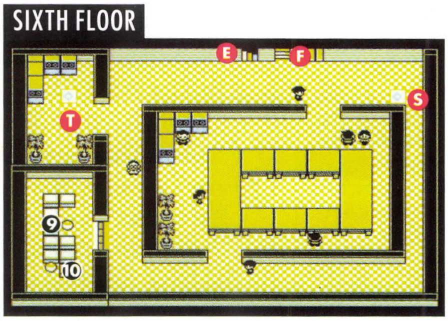
FOURTH FLOOR



FIFTH FLOOR



SIXTH FLOOR

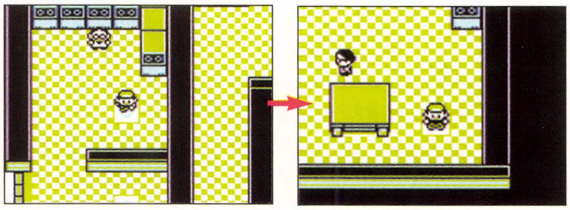


ITEMS

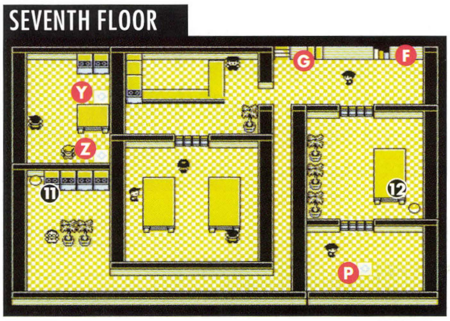
❶	TM 36
❷	HYPER POTION
❸	ESCAPE ROPE
❹	MAX REVIVE
❺	FULL HEAL
❻	TM 09
❼	CARD KEY
❽	PROTEIN
❾	HP UP
❿	X ACCURACY
⓫	CALCIUM
⓬	TM 03
⓭	TM 26
⓮	RARE CANDY
⓯	CARBOS

Warp, Skip and Jump

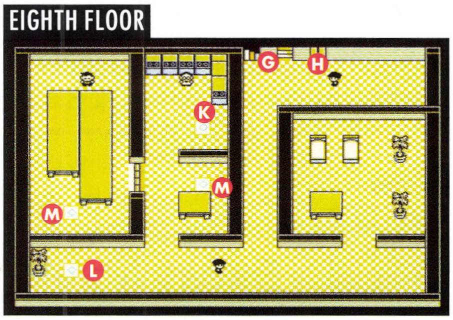
If you need combat experience, don't hesitate to seek out every Team Rocket agent and challenge him or her to duel. If you want a quick end to this situation, however, run straight up the stairs to the fifth floor and grab the Card Key, which will open every electronic door in the building. Now go to the third floor and use warp tile Y to reach the seventh floor, then step on warp tile Z to reach the hallway outside the president's office.



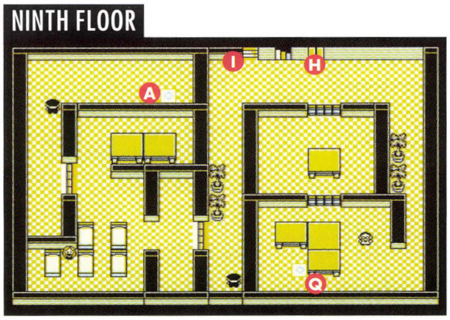
SEVENTH FLOOR



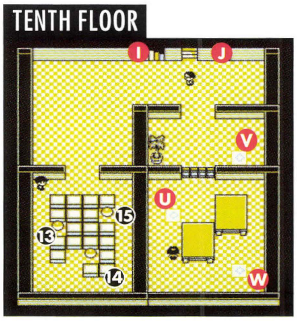
EIGHTH FLOOR



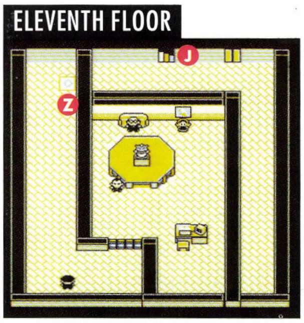
NINTH FLOOR

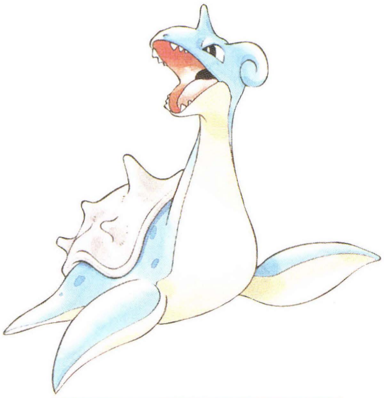


TENTH FLOOR



ELEVENTH FLOOR





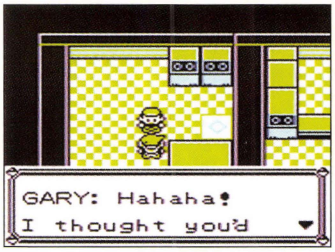
#131 LAPRAS

TYPE: WATER/ICE

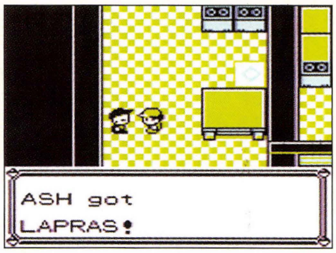
The Lapras is sometimes used as a waterborne "horse" to transport passengers across short distances. Its gentle demeanor makes it well-suited to this task.

Corporate Raider

Gary has been spying on you for some time now, watching your movements and waiting for the opportunity to pounce on you when you least expect it. Your meeting in Pokémon Tower was no coincidence, and neither is this confrontation. His Pokémon are more powerful than ever, and he'll likely field a Pidgeot, a Growlithe and an Alakazam, among others. You can expect them all to be in the range of level 35 to level 40. Even if you defeat Gary, he'll just shrug you off and brag about challenging the Elite Four, a group of high-ranking Pokémon League members. One thing is sure, if you "smell him later," it will be too soon! After Gary struts away, speak to the Silph Co. employee nearby. He'll be so grateful, he'll give you a Lapras as a reward for your heroism.



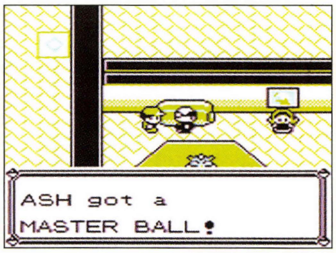
GARY: Hahaha!
I thought you'd



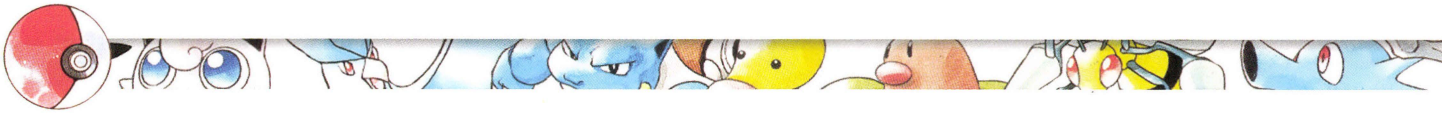
ASH got
LAPRAS!

Presidential Prize

After you busted up his racket in Celadon City, Giovanni moved his base to Saffron City. It's too bad for him you arrived in time to short-circuit his new scheme. Defeat Giovanni's Nidorino, Rhyhorn, Kangaskhan and Nidoqueen to free the Silph Co. president and receive the foolproof Master Ball as a reward.

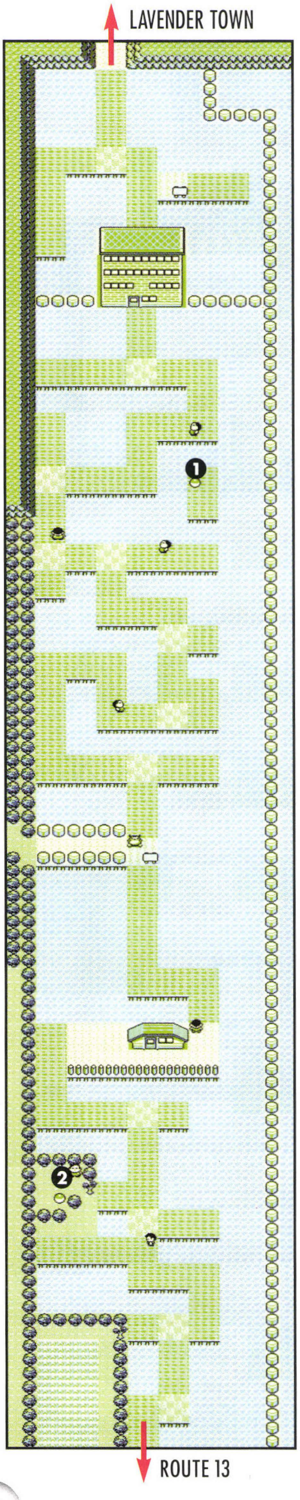


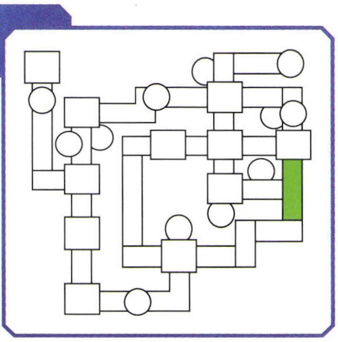
ASH got a
MASTER BALL!



ROUTE 12

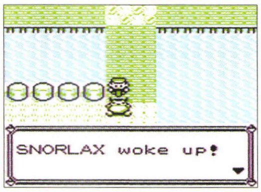
You've liberated Saffron City from the Team Rocket's latest mad scheme, and you could probably use a bit of a holiday. We hear the fishing is good south of Lavender Town, so grab your Old Rod and get set to drown a few worms. While you're at it, why don't you pack the Poké Flute, too. You won't be able to avoid Pokémon duels completely on this trip, but things will be far less hectic.





Sweet Music

The Poké Flute has the power to wake a sleeping Pokémon, in or out of battle. Pipe a sweet tune to rouse this Snorlax from its rather inconvenient resting place. It won't be very happy about the wake-up call, but if it attacks, you can try to capture it. With the way clear, continue south to Route 13.



SNORLAX woke up!

ITEMS

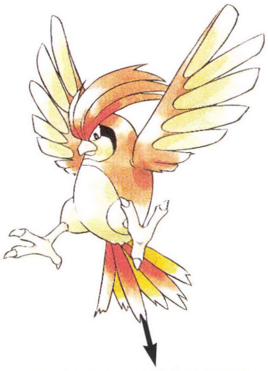
❶ TM 16
❷ IRON

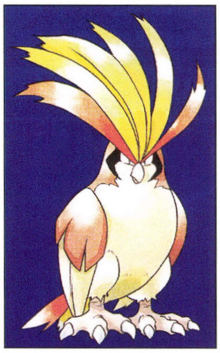
ODDISH	FEW	NONE
PIDGEY	MANY	MANY
VENONAT	FEW	NONE
GLOOM	FEW	NONE
BELLSPROUT	NONE	FEW
WEEPINBELL	NONE	FEW

#17 PIDGEOTTO

TYPE: NORMAL/FLYING

You can obtain a Pidgeotto either by capturing one in the wild or by building up a Pidgey to level 18.

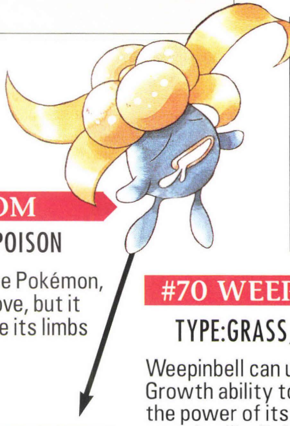




#18 PIDGEOT

TYPE: NORMAL/FLYING

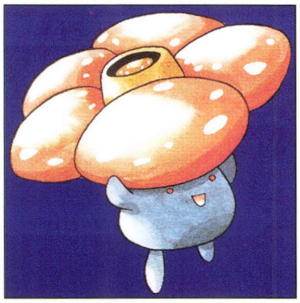
Flying-type Pokémon like Pidgeot are the natural enemies of Bug-types like Venonat.



#44 GLOOM

TYPE: GRASS/POISON

Like most Grass-type Pokémon, Gloom can hardly move, but it doesn't need to move its limbs to launch an attack.



#45 VILEPLUME

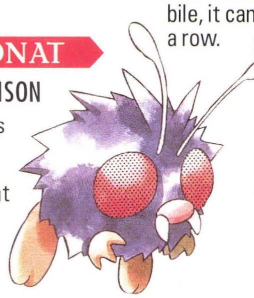
TYPE: GRASS/POISON

Gloom and Vileplume don't need to move to attack, so Paralyzing them doesn't affect their ability to fight.

#48 VENONAT

TYPE: BUG/POISON

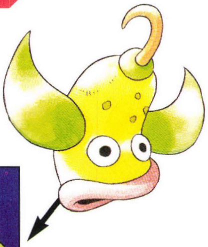
Venonat makes its home in tree branches and is attracted to bright lights, especially at night.

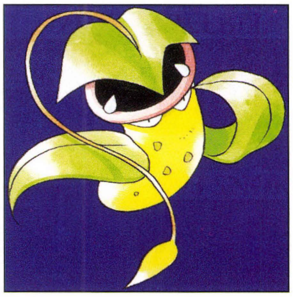


#70 WEEPINBELL

TYPE:GRASS/POISON

Weepinbell can use its Growth ability to increase the power of its special attacks, like Poison Powder.





#71 VICTREEBEL

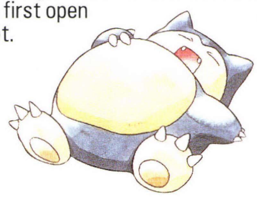
TYPE: GRASS/POISION

Not only can Victreebel's Wrap attack hold an opponent immobile, it can score several hits in a row.

#143 SNORLAX

TYPE: NORMAL

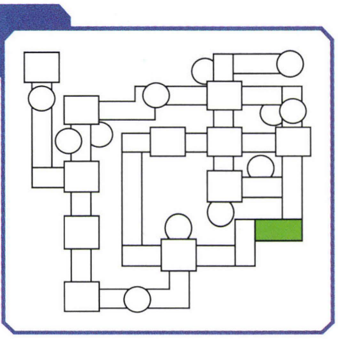
Snorlax enjoys sleeping more than anything, and will often lie down at the first open spot.



ROUTE 13

ODDISH	FEW	NONE
PIDGEY	FEW	FEW
VENONAT	FEW	FEW
DITTO	FEW	FEW
GLOOM	FEW	NONE
BELLSPROUT	NONE	FEW
WEEPINBELL	NONE	FEW

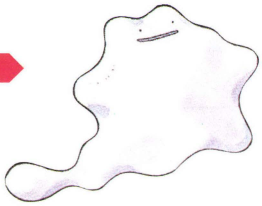
Route 13 is more like a maze than a highway, but it is a pleasant place to walk and enjoy the great outdoors. If not for all the Pokémon trainers waiting around to duel, it might almost be relaxing. Oh well, a trainer's work is never done!

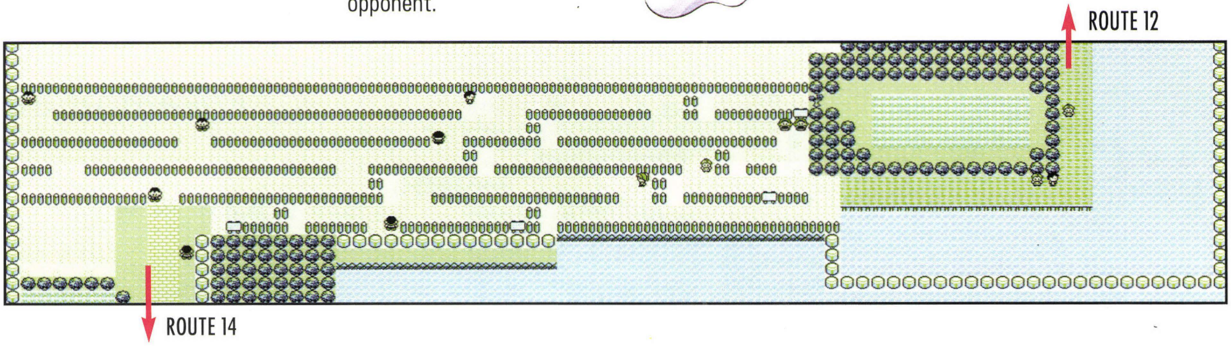


#132 DITTO

TYPE: NORMAL

Ditto has the amazing ability to copy the form and powers of its opponent.

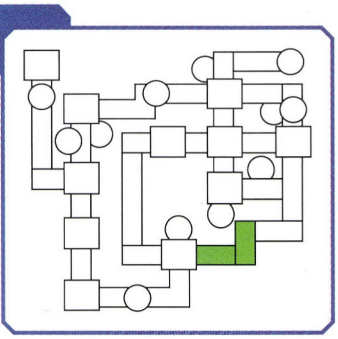




ROUTES 14 & 15

ODDISH	FEW	NONE
PIDGEY	FEW	FEW
DITTO	FEW	FEW
VENONAT	FEW	FEW
GLOOM	FEW	NONE
PIDGEOTTO	FEW	FEW
BELLSPROUT	NONE	FEW
WEEPINBELL	NONE	FEW

Routes 14 and 15 offer even more opportunities to duel against rival trainers and collect wild Pokémon. After you've had your fill of that, venture west into Fuchsia City to visit the Safari Zone, where you'll find some of the rarest Pokémon of all.



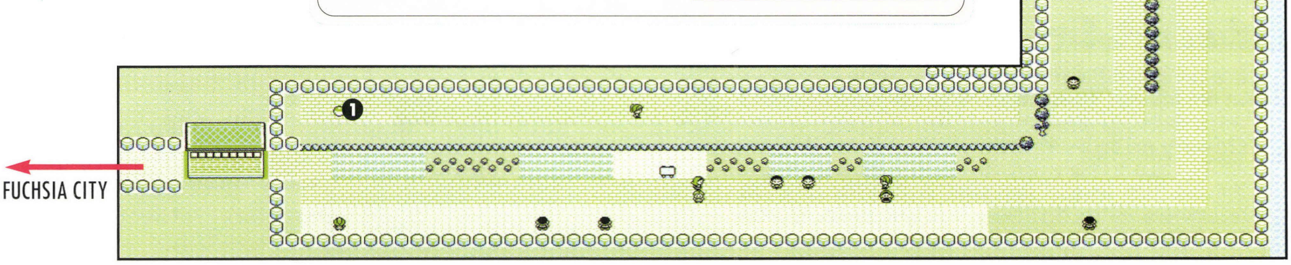
ITEMS

❶ TM 20

Share the Experience

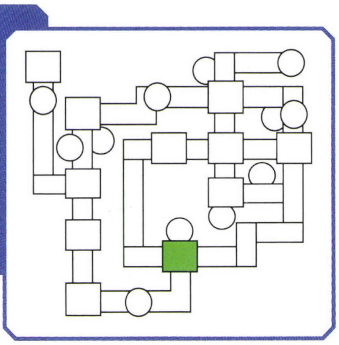
Speak to Professor Oak's assistant at the lookout station between Route 15 and Fuchsia City. If you've collected 50 different Pokémon, he'll give you the Exp. All, which allows you to share experience points with Pokémon that don't fight in a battle.

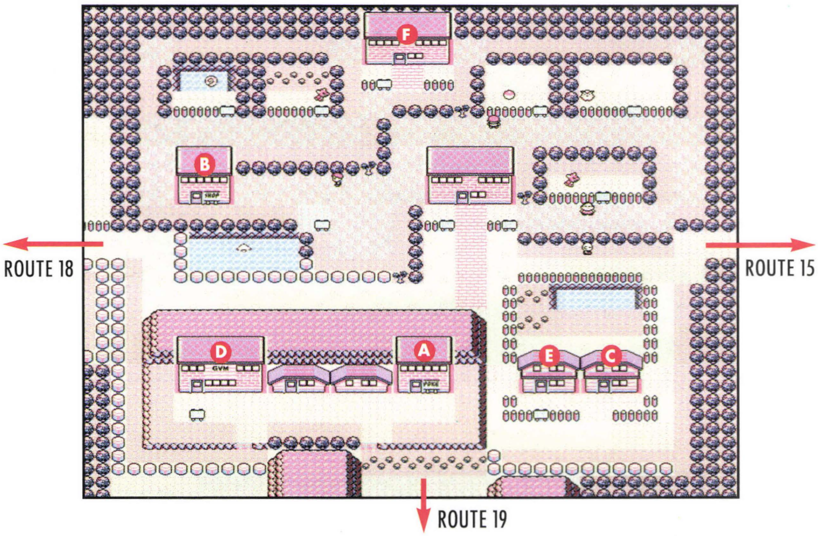
ASH got the EXP. ALL!



FUCHSIA CITY

Team Rocket is still reeling from its crushing defeat in Saffron City, which gives you a chance to resume your original quest: to become the greatest Pokémon trainer ever. You can start by visiting the Safari Zone here in Fuchsia City.





A Pokémon Center

B Pokémon Mart

POKéMON MART

ULTRA BALL	1,200
GREAT BALL	600
SUPER POTION	700
REVIVE	1,500
FULL HEAL	600
SUPER REPEL	500

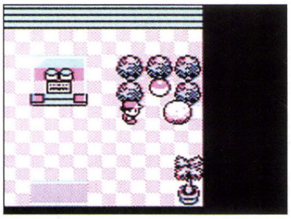
C Fish Farm

The Fishing Guru's older brother runs a fish farm here in the city. Speak to him to receive the Good Rod. You can drop a line into his fish pond and see what turns up.

D Ninja Nightmare

The Fuchsia City Gym is the headquarters of Pokémon trainers who also follow ninja disciplines. Their training regimen focuses on Poison-type and Sleep-type techniques.

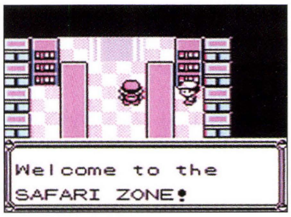
E Toothless



The warden of the Safari Zone has lost his teeth, and no one can understand a word he's saying. His choppers are probably in the Safari Zone somewhere. Find them and return them to the warden to receive an HM 04, which you can use to teach a Pokémon the Strength ability to move large objects.

F On a Safari

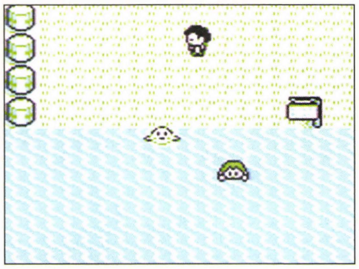
The Safari Zone is an amusement park for Pokémon trainers. Certified trainers like you are given special Safari Balls and Pokémon bait and are allowed to capture as many rare Pokémon as you can within a time limit.



Welcome to the
SAFARI ZONE!

Secret Sweepstakes

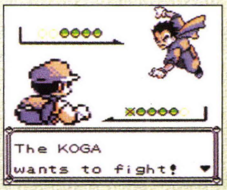
Find the Secret House in Area 3 of the Safari Zone to win an HM 03. This Hidden Machine can be used to teach a water-dwelling Pokémon how to Surf. A Surfing Pokémon can carry you safely across any body of water. With this ability, you can finally visit the Power Plant and speak to the old man across the pond in Celadon City. We recommend visiting the Power Plant before heading south to the open ocean.



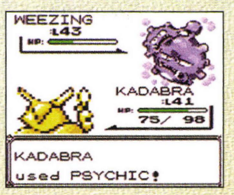
Hello, there!

Gym Leader:
KOGA

Koga is protected by a maze of "invisible" walls and a troop of ninja-style trainers. The ninja master himself will send out two Koffing, a Muk and a Weezing. Ground-type or Psychic-type Pokémon can put a lid on the poisonous pollution they spew. Defeat the toxic lot of them to receive the Soul Badge and a TM 06. The Soul Badge slightly boosts the Defense rating of all your Pokémon.



The KOGA
wants to fight!



WEEZING
:L43
HP:
KADABRA
:L41
HP:
75/ 98

KADABRA
used PSYCHIC!

PRIZES

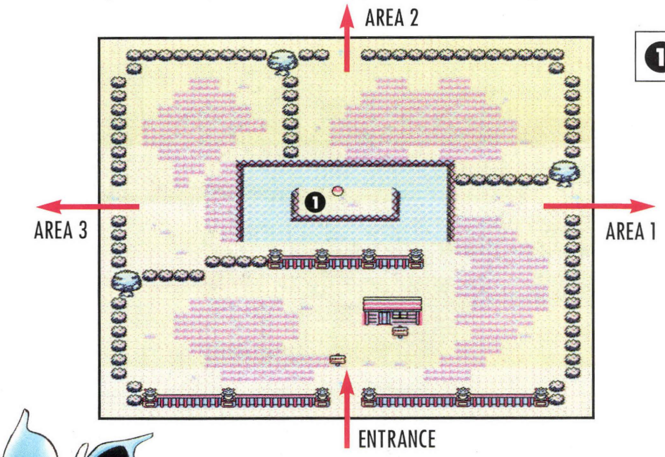
	SOUL BADGE
6	TM 06

OPPONENTS

	KOFFING	LEVEL 37
	MUK	LEVEL 39
	KOFFING	LEVEL 37
	WEEZING	LEVEL 43

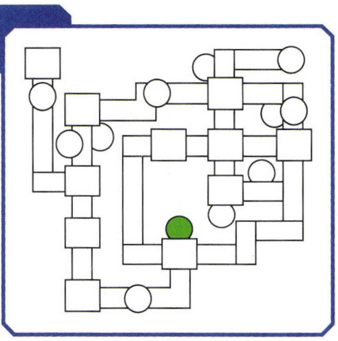
SAFARI ZONE

Speak to the gate attendants to receive 30 Safari Balls. To catch any wild Pokémon you find, just toss Safari Balls at them. Throwing bait and rocks sometimes helps. When you're out of time or Safari Balls, you'll warp back to the gate automatically.



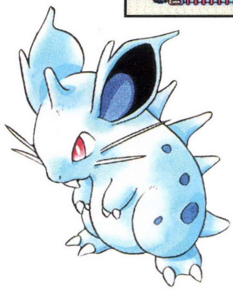
ITEMS

❶ NUGGET



NIDORAN♂	FEW	NONE
NIDORINO	FEW	FEW
NIDORAN♀	NONE	FEW
NIDORINA	FEW	FEW
RHYHORN	FEW	FEW

VENONAT	FEW	FEW
EXEGGCUTE	FEW	FEW
PARASECT	FEW	FEW
SCYTHER	FEW	NONE
PINSIR	NONE	FEW
CHANSEY	FEW	FEW



#29 NIDORAN♀

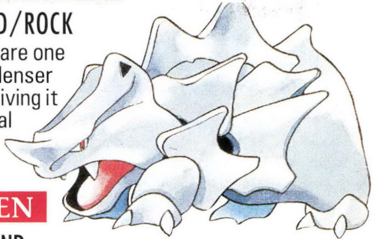
TYPE: POISON

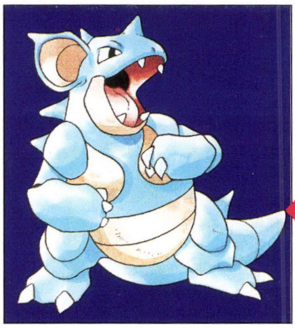
The female Nidoran's barbs are smaller than the male's, but no less poisonous.

#111 RHYHORN

TYPE: GROUND/ROCK

Rhyhorn's bones are one thousand times denser than a human's, giving it incredible physical power and endurance.





#31 NIDOQUEEN

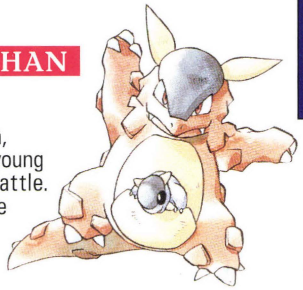
TYPE: POISON/GROUND

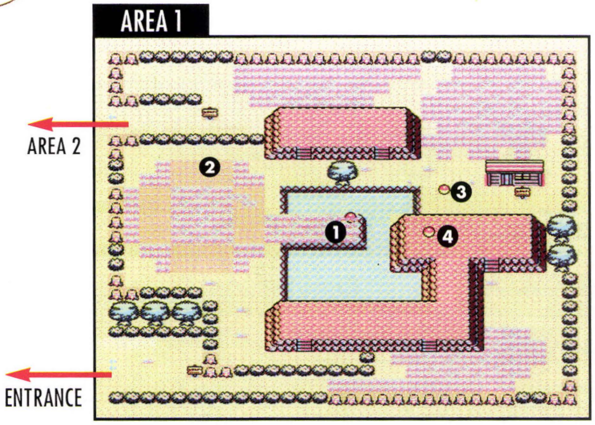
Nidoqueen's ponderous body is surprisingly agile, and its Tail Whip attack can seem to come from nowhere.

#115 KANGASKHAN

TYPE: NORMAL

Using its stomach pouch, Kangaskhan carries its young everywhere, even into battle. This makes combat more dangerous, not less.



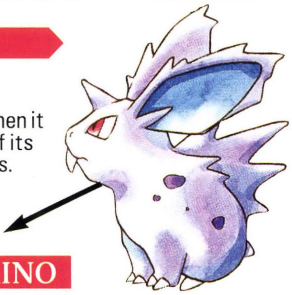


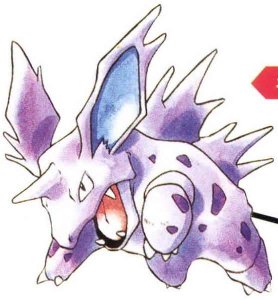
NIDORAN♂	FEW	FEW
NIDORINO	FEW	NONE
NIDORAN♀	FEW	FEW
NIDORINA	NONE	FEW
DODUO	FEW	FEW
PARAS	FEW	FEW
PARASECT	FEW	FEW
EXEGGCUTE	FEW	FEW
KANGASKHAN	FEW	FEW
SCYTHER	FEW	NONE
PINSIR	NONE	FEW

#32 NIDORAN ♂

TYPE: POISON

The male Nidoran's large ears stiffen when it senses danger. You can tell the power of its poisonous venom by the size of its barbs.

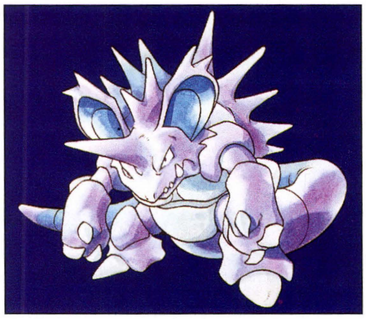




#33 NIDORINO

TYPE: POISON

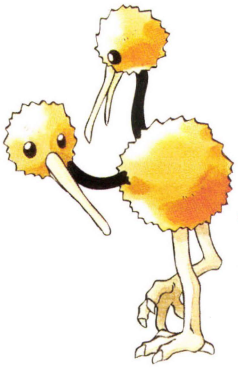
Nidorino attacks at the slightest provocation. It will often use Focus Energy first to boost its power. Use that pause to attack before it does.



#34 NIDOKING

TYPE: POISON/GROUND

This creature is truly king of all it surveys. It uses its powerful tail to capture and crush its hapless prey.



#84 DODUO

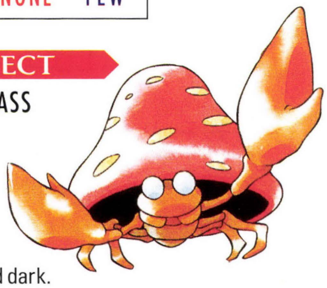
TYPE: NORMAL/FLYING

Though this Pokémon has some Flying-type characteristics, it cannot actually fly. It can, however, run at high speed.

#47 PARASECT

TYPE: BUG/GRASS

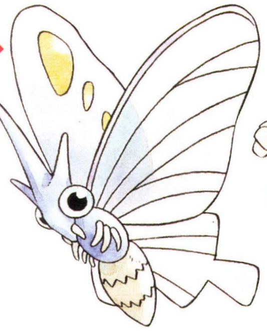
Parasect is actually an odd pairing of creatures: a mushroom-like parasite and a bug-like host. Parasect prefers its environment damp and dark.

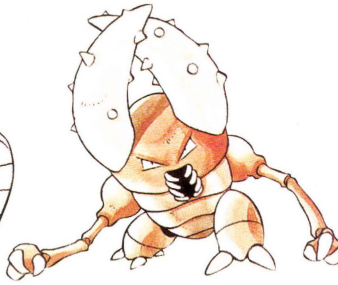


#49 VENOMOTH

TYPE: BUG/POISON

Venomoth is short on physical ability, but long on various disabling attacks. You'd better have lots of Antidote and other cures.





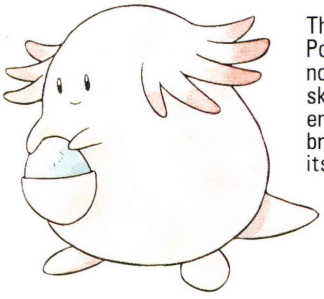
#127 PINSIR

TYPE: BUG

Pinsir, on the other hand, relies solely on its great strength and powerful pincers to overwhelm its foes.

#113 CHANSEY

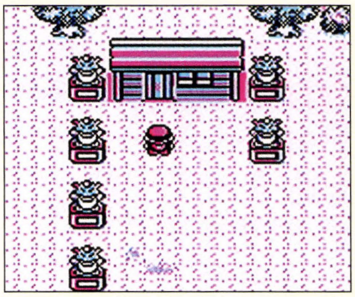
TYPE: NORMAL

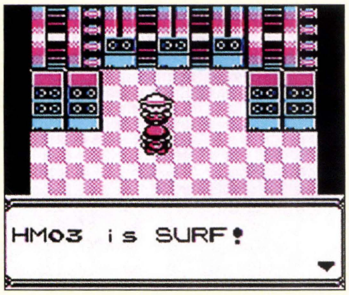


This rare and elusive Pokémon is sought not for its battle skills but for its legendary ability to bring happiness to its trainer.

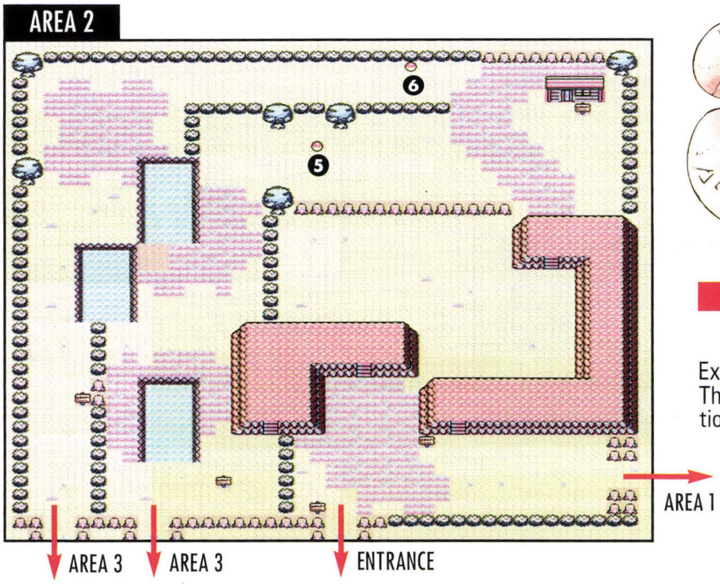
Secret House Sweepstakes

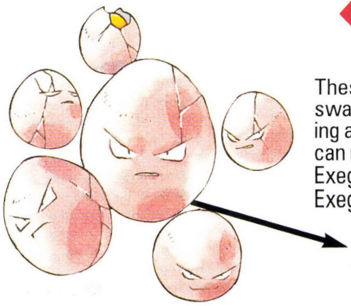
The Safari Zone is celebrating its success with a special contest. If you find the Secret House in Area 3, the attendant inside will award you an HM 03. Area 3 is divided in half, and to reach the house, you must make your way through Area 2 and take the exit in the bottom-left corner. You can use the pond just below the Secret House to test your newly-acquired Surf ability. You can also find the warden's Gold Teeth in Area 3, just to the right of the Secret House.





HMo3 is SURF!





#102 EXEGGCUTE

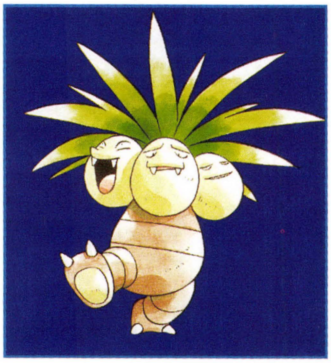
TYPE: GRASS/PSYCHIC

These egg-like creatures travel in swarms, quickly surrounding and engulfing any intruders in their territory. You can use the Leaf Stone to transform Exeggcute into the two-legged Exeggutor.

#103 EXEGGUTOR

TYPE: GRASS/PSYCHIC

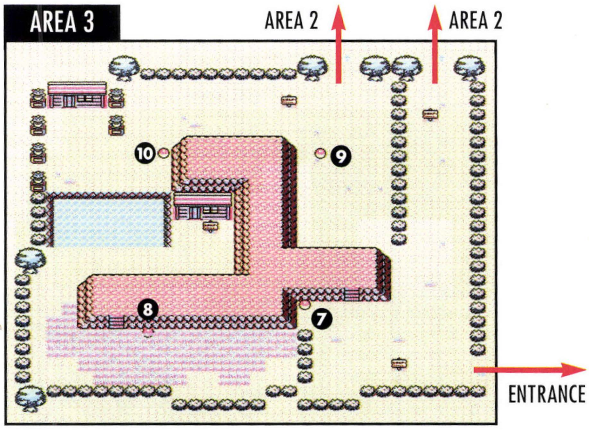
Exeggutor's legs do it little good. This is one instance in which evolution may not be such a good idea!



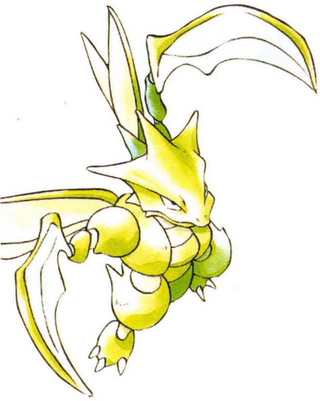
NIDORAN♂	FEW	NONE
NIDORINO	FEW	FEW
NIDORAN♀	NONE	FEW
NIDORINA	FEW	FEW
RHYHORN	FEW	FEW
PARAS	FEW	FEW
EXEGGCUTE	FEW	FEW
VENOMOTH	FEW	FEW
TAUROS	FEW	FEW
CHANSEY	FEW	FEW

ITEMS

❶	TM 37
❷	MAX POTION
❸	FULL RESTORE
❹	CARBOS
❺	TM 40
❻	PROTEIN
❼	MAX REVIVE
❽	MAX POTION
❾	GOLD TEETH
❿	TM 32



NIDORAN♂	FEW	FEW
NIDORINO	FEW	NONE
NIDORAN♀	FEW	FEW
NIDORINA	NONE	FEW
DODUO	FEW	FEW
VENONAT	FEW	FEW
VENOMOTH	FEW	FEW
EXEGGCUTE	FEW	FEW
TAUROS	FEW	FEW
KANGASKHAN	FEW	FEW



#123 SCYTHER

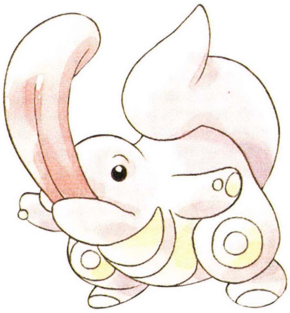
TYPE: BUG/FLYING

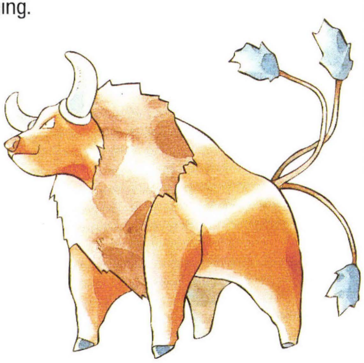
This frightening Pokémon seems to have just as much in common with dinosaurs as with bugs. The razor edges on its wings make its Slash attack that much more damaging.

#108 LICKITUNG

TYPE: NORMAL

Though comical in appearance, Lickitung can be quite formidable. Beware of its Wrap and Supersonic attacks!





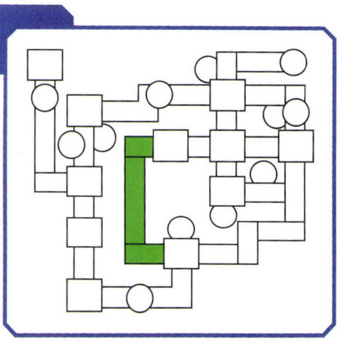
#128 TAUROS

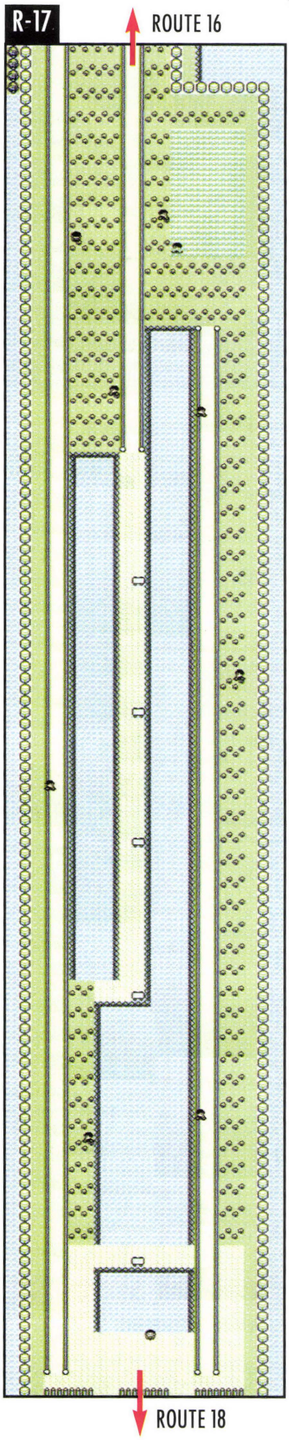
TYPE: NORMAL

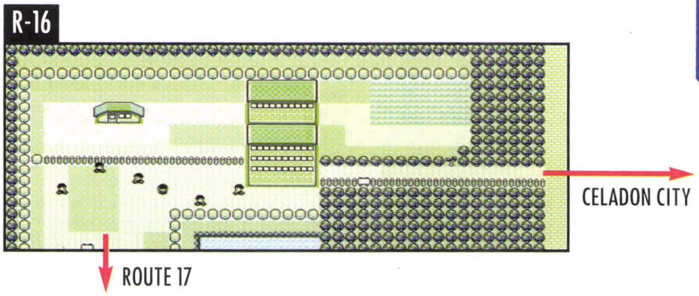
To say that Tauros is bullish in battle is no understatement. With its fiery temper and willful personality, Tauros can be a handful for even the most skilled trainer.

ROUTES 16, 17, & 18

Also known as "Cycling Road," Routes 16, 17 and 18 are a favorite hangout for bicyclists and motorcyclists alike. It just so happens that many of these two-wheeling enthusiasts are Pokémon trainers as well, and you must fight your way up the long slope to Celadon City. From there, make your way back to the Power Plant.

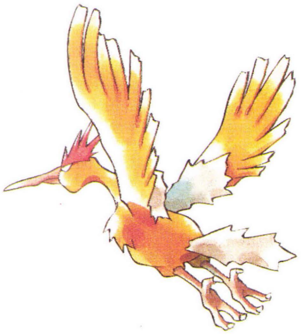






SPEAROW	MANY	MANY
RATTATA	FEW	FEW
DODUO	FEW	FEW
RATICATE	FEW	FEW

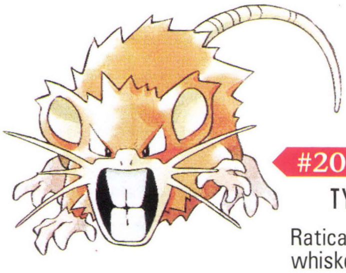
SPEAROW	MANY	MANY
RATTATA	FEW	FEW
DODUO	FEW	FEW
RATICATE	FEW	FEW



#22 FEAROW

TYPE: NORMAL/FLYING

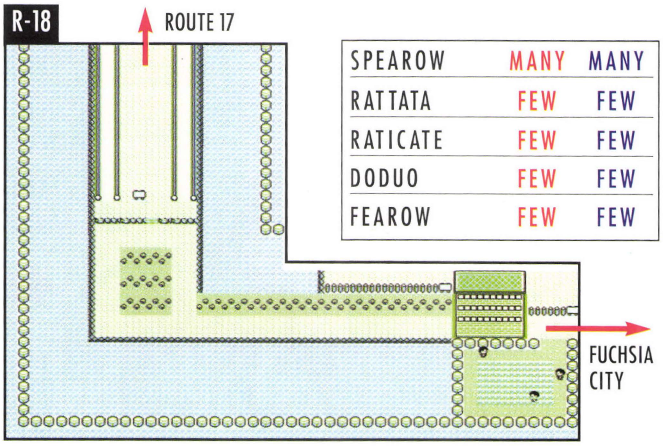
With its majestic wingspan, Fearow can glide for long periods of time. At higher experience levels, it can use its Mirror Move ability to duplicate an enemy's attack.



#20 RATICATE

TYPE: NORMAL

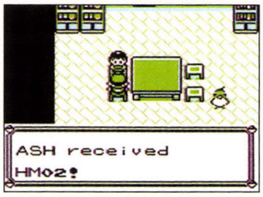
Raticate uses its long whiskers to help navigate and maintain balance. Losing them would slow it down considerably.



SPEAROW	MANY	MANY
RATTATA	FEW	FEW
RATICATE	FEW	FEW
DODUO	FEW	FEW
FEAROW	FEW	FEW

Take Flight

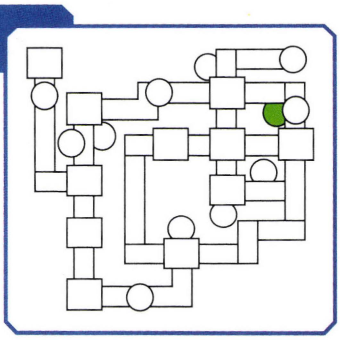
At the top of Cycling Road, cut through the bushes on the right to enter a secluded field. Walk through the gate to the left and enter the house to meet a reclusive Pokémon trainer. In exchange for a promise to keep her hiding place a secret, she will give you the HM 02, which can be used to teach the Flying ability. You can use this ability to travel in mere seconds to any city you've visited before.

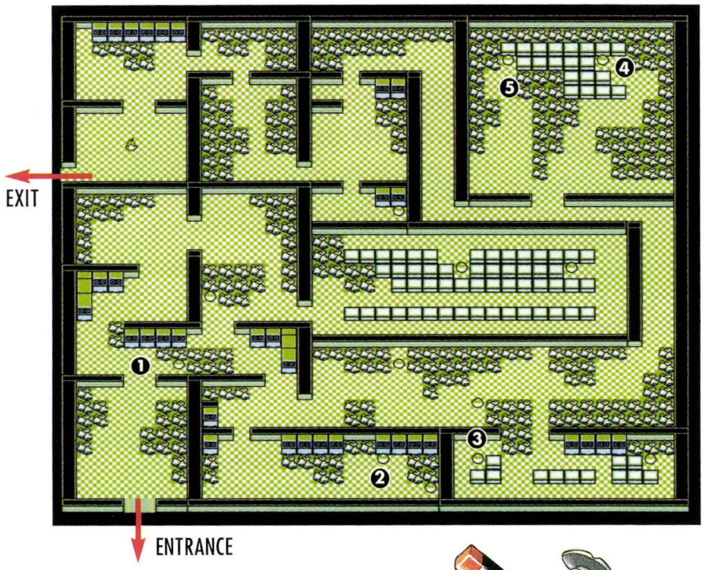


ASH received
HM02!

POWER PLANT

From Celadon City, make your way back through Cerulean City to Route 9. Go to the edge of the river in the northeast corner and use the Surf ability to dive into the water. Paddle south until you reach the riverbank just outside the Power Plant. Climb out of the water and enter the plant to search for a Zapdos, one of the rarest Pokémon of all. Be warned that some of the items strewn across the floor of the plant are actually disguised Pokémon.





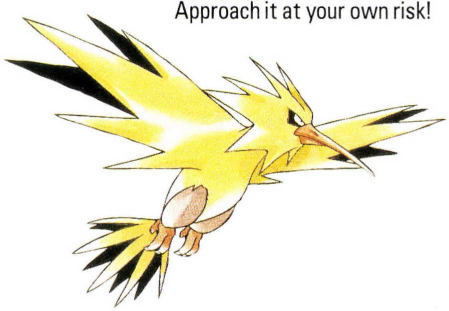
ITEMS

❶	CARBOS
❷	TM 33
❸	TM 25
❹	RARE CANDY
❺	HP UP

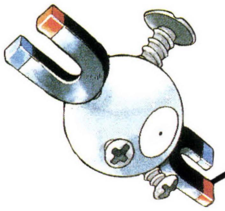
#145 ZAPDOS

TYPE: ELECTRIC/FLYING

Zapdos has a unique and powerful combination of Electric-type and Flying-type characteristics. Approach it at your own risk!



VOLTORB	FEW	FEW
MAGNEMITE	FEW	FEW
MAGNETON	FEW	FEW
PIKACHU	FEW	FEW
RAICHU	NONE	FEW
ELECTABUZZ	FEW	NONE



#81 MAGNEMITE

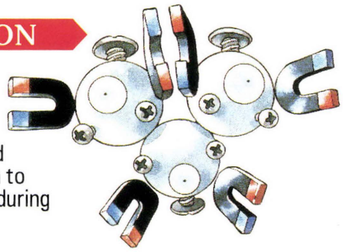
TYPE: ELECTRIC

Magnemite uses its electrical powers to Paralyze and Confuse its opponent before shocking it into submission.

#82 MAGNETON

TYPE: ELECTRIC

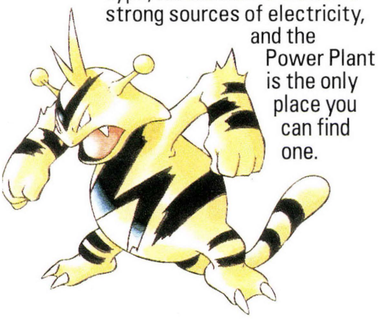
This machine-like Pokémon is made up of three Magnemites bonded together. They are known to become more aggressive during sunspot activity.



#125 ELECTABUZZ

TYPE: ELECTRIC

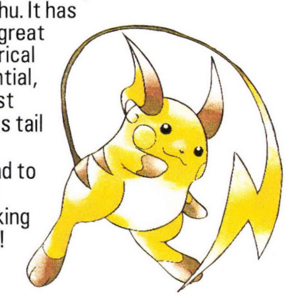
Like most Pokémon of its type, Electabuzz is drawn to strong sources of electricity, and the Power Plant is the only place you can find one.



#26 RAICHU

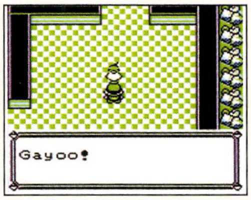
TYPE: ELECTRIC

Raichu is more powerful than Pikachu. It has such great electrical potential, it must use its tail as a ground to avoid shocking itself!

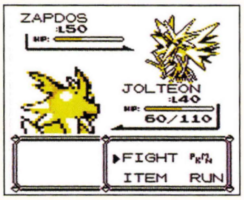


Zap and Grab

There's a Zapdos waiting near the Power Plant exit. If you wish, you can defeat it to earn experience points, but since this is the only time you'll even see a Zapdos, we recommend trying to capture it. This Pokémon is extremely difficult to snare, even if its energy is nearly gone, and nothing less than an Ultra Ball will do the job. Putting Zapdos to Sleep will increase your chances of trapping it.



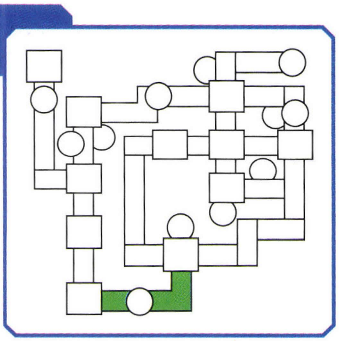
Gayoo!



ZAPDOS
:L50
HP:
JOLTEON
:L40
HP:
60/110

▶FIGHT PKMN
ITEM RUN

ROUTES 19 & 20

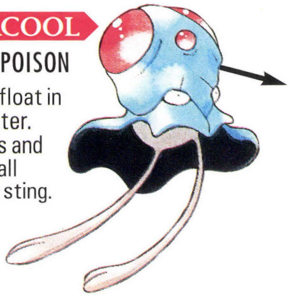


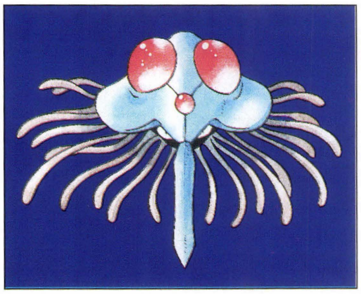
What was once fantasy is now amazing reality. Scientists on Cinnabar Island confirm that they can, indeed, clone Pokémon from fossils! To reach Cinnabar Island, first head south from Fuchsia City to the beach. Paddle south and west along Routes 19 and 20 until you reach the sunny shores of Seafoam Island. The north sea lane is blocked, so make your way through the cave to the south side of the island. Take the plunge again and swim west until Cinnabar Island heaves into view.

#72 TENTACOOL

TYPE: WATER/POISON

Tentacool likes to float in warm, shallow water. Inattentive anglers and swimmers often fall victim to its acidic sting.



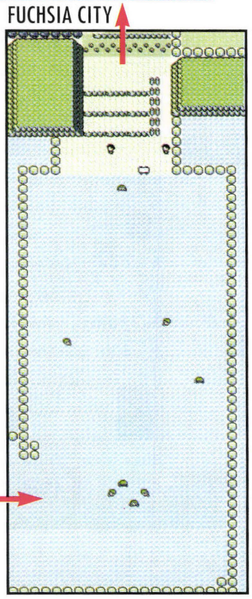


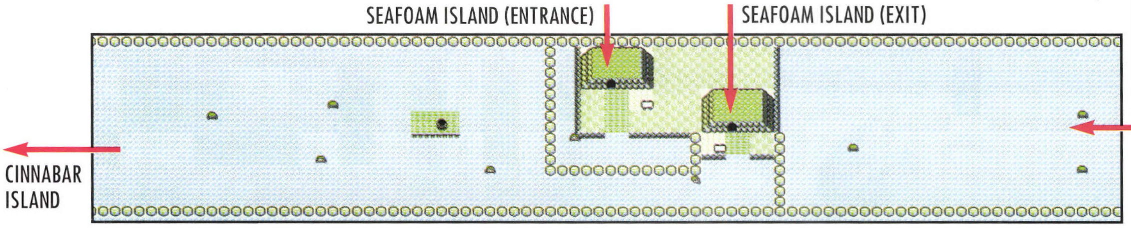
#73 TENTACRUEL

TYPE: WATER/POISON

At level 30, Tentacool evolves into Tentacruel, growing over a dozen new, stinger-tipped tentacles in the process.

TENTACOOL	MANY	MANY

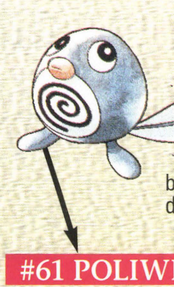




FISH FINDER

Different Pokémon live in different bodies of water, and the list below shows what you can expect to catch in various places. Remember that the better the fishing rod, the better your chances for hooking more powerful Pokémon.

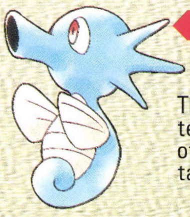
PALLET TOWN	TENTACOOL, POLIWAG
VIRIDIAN CITY	TENTACOOL, POLIWAG
ROUTE 22	GOLDEEN, POLIWAG
CERULEAN CITY, CERULEAN GYM, RTE. 4, RTE. 24, RTE. 25	GOLDEEN, PSYDUCK, KRABBY
VERMILION CITY, RTE. 6, RTE. 11	SHELLDER, KRABBY
SAFARI ZONE	PSYDUCK, KRABBY, SLOWPOKE, DRATINI
CELADON CITY, RTE. 10	POLIWHIRL, SLOWPOKE
RTE. 12, RTE. 13, RTE. 17, RTE. 18	TENTACOOL, KRABBY GOLDEEN, MAGIKARP
CINNABAR ISLAND, SEAFOAM ISLAND RTE. 19, RTE. 20, RTE. 21	STARYU, HORSEA, GOLDEEN, SHELLDER
UNKNOWN DUNGEON, RTE. 23	SLOWBRO, SEAKING, KINGLER, SEADRA
FUCHSIA CITY	SEAKING, KRABBY, GOLDEEN, MAGIKARP



#60 POLIWAG

TYPE: WATER

With a pair of newly-grown legs and no arms to provide balance, Poliwag finds walking difficult at best.



#116 HORSEA

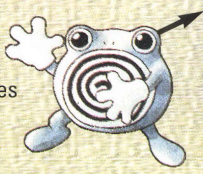
TYPE: WATER

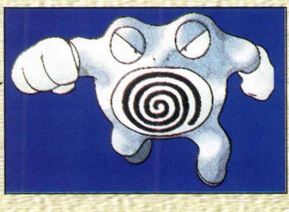
The gentle Horsea is better at defense than at offense, but it still can't take much punishment.

#61 POLIWHIRL

TYPE: WATER

Unlike Poliwag, Poliwhirl is fully amphibious. It uses various mental techniques to increase the power of its special attacks.





#62 POLIWRATH

TYPE: WATER/FIGHTING

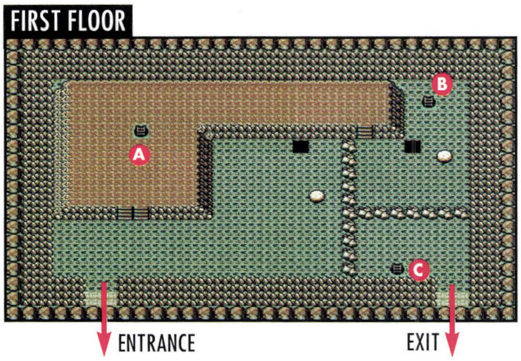
When Poliwhirl evolves into Poliwrath, it gains Fighting-type characteristics.

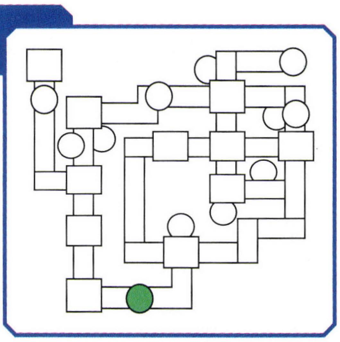
SEAFOAM ISLAND

SEEL	FEW	FEW
SLOWPOKE	FEW	FEW
PSYDUCK	FEW	FEW
GOLDUCK	FEW	NONE
HORSEA	FEW	NONE
KRABBY	NONE	FEW
ZUBAT	FEW	FEW
GOLBAT	FEW	FEW
SHELLDER	FEW	NONE
STARYU	NONE	FEW

Use the maps on the following pages to find your way through the Seafoam Island cave. If you leave the cave before you find the south exit, all the puzzles will reset.

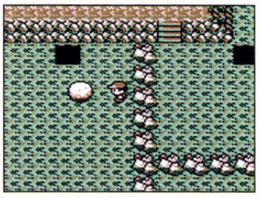
FIRST FLOOR





Rock & Roll

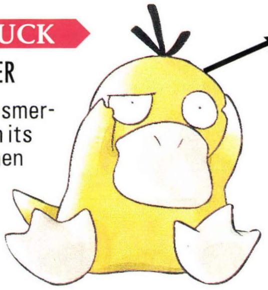
As you descend through each level of the cave, use your Strength to roll the loose boulders into the dark pits. The idea is to use the boulders to block the river on the third level down. Once the current is blocked, cross over to the right side of level three and climb up the ladder marked "J" on the map on page 57. Keep climbing up the ladders until you reach the first level and the southern exit. If you don't block the river first, the current will sweep you down to level four.



#54 PSYDUCK

TYPE: WATER

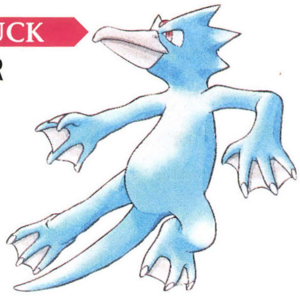
Psyduck first mesmerizes its prey with its piercing stare, then unleashes a barrage of pent-up mental energy.



#55 GOLDUCK

TYPE: WATER

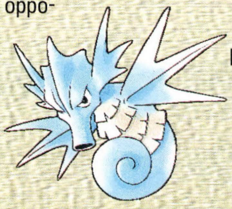
While Psyduck can be somewhat awkward on land, the sleek Golduck is an agile fighter both in and out of the water.



#117 SEADRA

TYPE: WATER

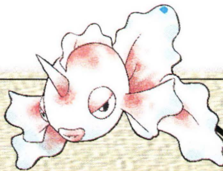
At level 32, Horsea's feathery water wings become Seadra's spiked fins, capable of piercing almost any opponent's skin.



#118 GOLDEEN

TYPE: WATER

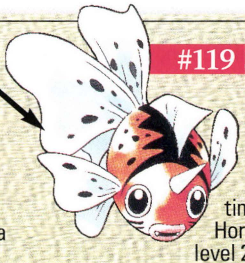
Goldeen's billowing fins and tail have the look of a ball gown, hence the nickname "The Water Queen."



#119 SEAKING

TYPE: WATER

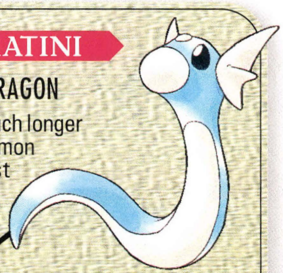
Seaking's skill with its horn increases over time. It learns Horn Attack at level 24, then Horn Drill at level 48.

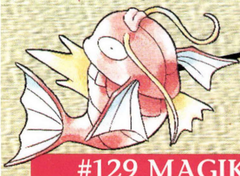


#147 DRATINI

TYPE: DRAGON

Dratini takes much longer than most Pokémon to evolve. It must reach level 30 before it changes into Dragonair.

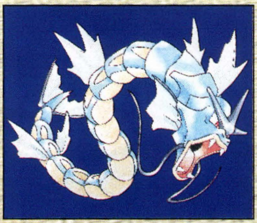




#129 MAGIKARP

TYPE: WATER

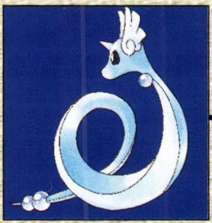
It is hard to believe that the fish-like Magikarp transforms into the much larger, serpentine Gyarados.



#130 GYARADOS

TYPE: WATER/FLYING

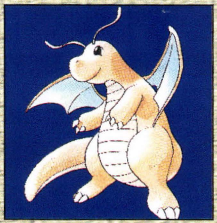
Few Pokémon evolve from a single-type to a dual-type creature. Gyarados is a rare example of this phenomenon.



#148 DRAGONAIR

TYPE: DRAGON

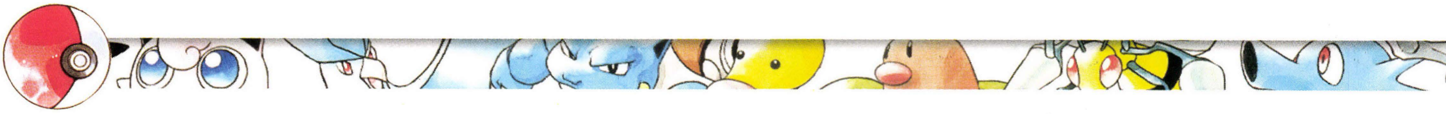
Most of Dragonair's abilities, like Wrap, Agility, Slam and Dragon Rage, take advantage of its long, sinewy body.



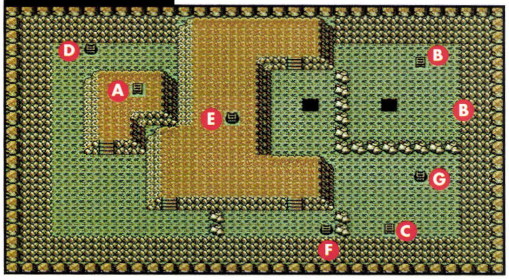
#149 DRAGONITE

TYPE: DRAGON/FLYING

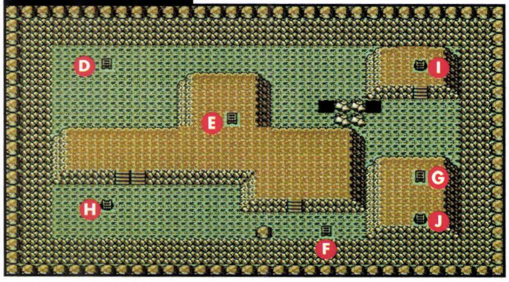
It's likely that many fairy-tale dragons were inspired by this winged beast's ancient kin.



FIRST BASEMENT



SECOND BASEMENT

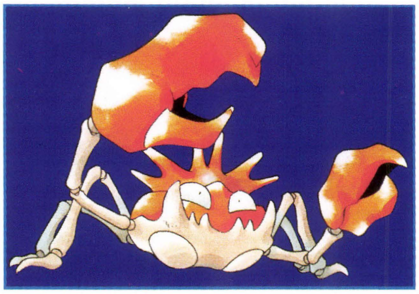


STARYU	FEW	FEW
SHELLDER	FEW	FEW
HORSEA	FEW	NONE
KRABBY	NONE	FEW
KINGLER	NONE	FEW
SLOWPOKE	NONE	FEW
PSYDUCK	NONE	FEW
SEEL	FEW	FEW
DEWGONG	FEW	FEW
SEADRA	FEW	NONE

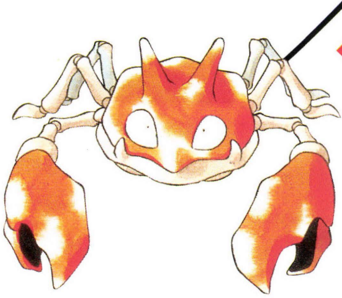
#99 KINGLER

TYPE: WATER

Though Kingler can sometimes be found in inland waterways, it much prefers the open ocean. Its powerful claws can crush solid steel.



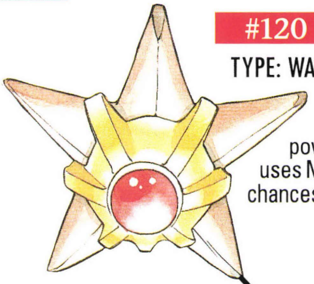
SEEL	FEW	FEW
SLOWPOKE	FEW	NONE
SLOWBRO	FEW	NONE
PSYDUCK	NONE	FEW
GOLDUCK	NONE	FEW
HORSEA	FEW	NONE
STARYU	FEW	FEW
SHELLDER	FEW	FEW
GOLBAT	FEW	FEW
KRABBY	NONE	FEW



#98 KRABBY

TYPE: WATER

Krabby can be found sidling along in nearly every stream, river and pond, using its claws for balance and protection.



#120 STARYU

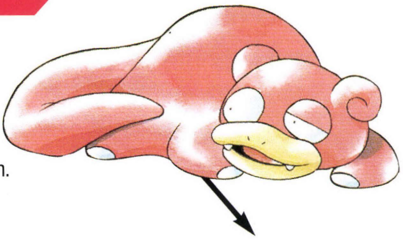
TYPE: WATER/PSYCHIC

Staryu has no limbs to speak of, but its Psychic powers enable it to move. It uses Minimize to increase its chances of evading an attack.

#79 SLOWPOKE

TYPE: WATER/PSYCHIC

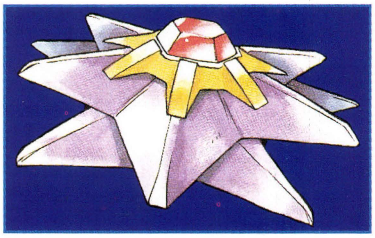
Everything about Slowpoke is, well, slow. On average, it takes about five seconds for any sort of sensory input, including pain, to reach its brain.

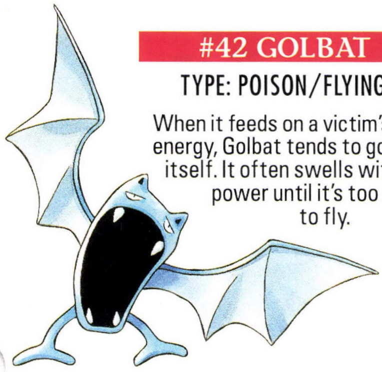


#121 STARMIE

TYPE: WATER/PSYCHIC

Use the Water Stone to transform Staryu into Starmie. Starmie exchanges mobility for size, relying more on its faceted skin for protection.

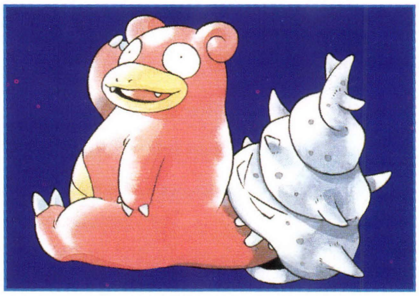




#42 GOLBAT

TYPE: POISON/FLYING

When it feeds on a victim's energy, Golbat tends to gorge itself. It often swells with power until it's too fat to fly.

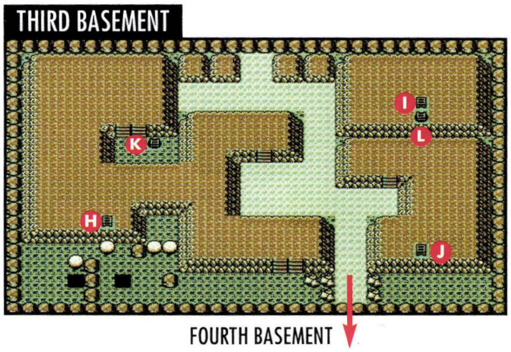


#80 SLOWBRO

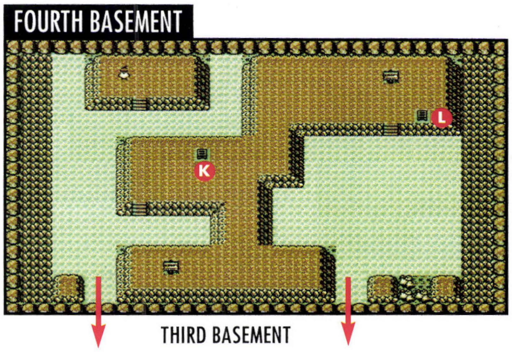
TYPE: WATER/PSYCHIC

Slowbro is not likely to win any I.Q. contests, and it seems to survive by luck and instinct alone. It's so dopey, even the largest tail-biting parasites often go unnoticed.

THIRD BASEMENT



FOURTH BASEMENT

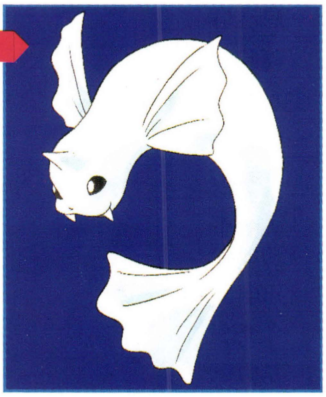


SLOWPOKE	FEW	NONE
PSYDUCK	NONE	FEW
SEEL	FEW	FEW
DEWGONG	FEW	FEW
HORSEA	FEW	NONE
KRABBY	NONE	FEW
KINGLER	NONE	FEW
SHELLDER	FEW	NONE
STARYU	NONE	FEW
SEADRA	FEW	NONE

#87 DEWGONG

TYPE: WATER/ICE

Use Dewgong's Rest ability with caution. If Dewgong does recover 100% of its HP with this ability, it will then skip two turns.

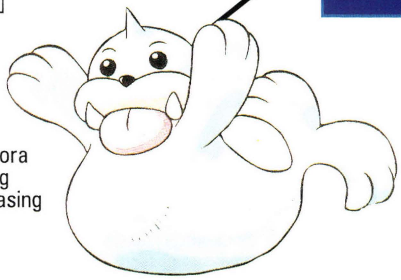


HORSEA	FEW	NONE
KRABBY	NONE	FEW
SHELLDER	FEW	FEW
STARYU	NONE	FEW
SLOWPOKE	FEW	NONE
SLOWBRO	NONE	FEW
PSYDUCK	NONE	FEW
GOLDUCK	NONE	FEW
SEEL	FEW	FEW
GOLBAT	FEW	FEW

#86 SEEL

TYPE: WATER

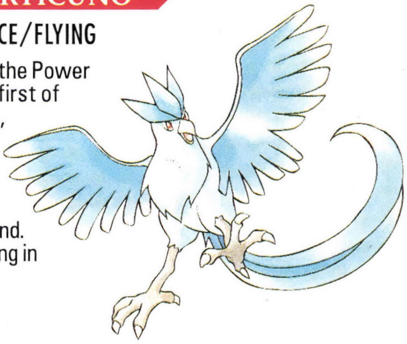
The arctic-dwelling Seel's Aurora Beam does double duty, dealing damage and sometimes decreasing an enemy's attack power.

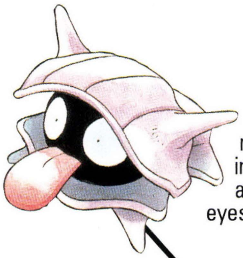


#144 ARTICUNO

TYPE: ICE/FLYING

The Zapdos in the Power Plant was the first of three mystical, Flying-type Pokémon you'll find, with Articuno being the second. It, too, is waiting in plain sight.





#90 SHELLDER

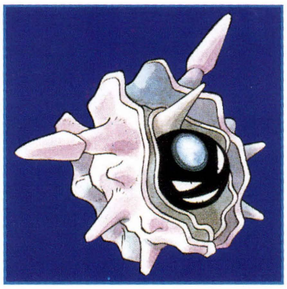
TYPE: WATER

The devil-may-care Shellder is not above taunting its foes during battle, sticking out its tongue and spitting in its opponent's eyes between attacks.

#91 CLOYSTER

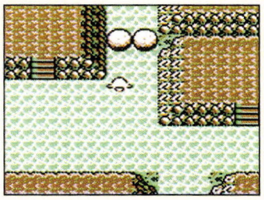
TYPE: WATER/ICE

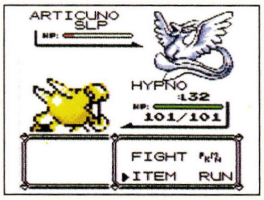
Cloyster treats combat more seriously than Shellder, using its Spike Cannon attack to hit its target up to five times in a row.



Blockade Runner

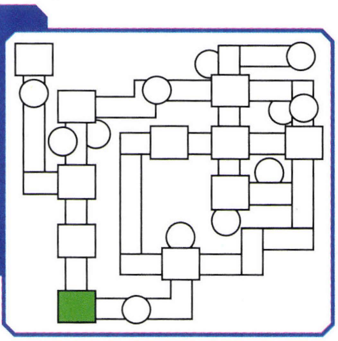
To reach Articuno, first climb down to the third level and roll a boulder into each of the two pits in the lower-left corner. This will block the river on the level below and keep you from being swept away. Take the ladder marked "K" on the map to the next level down. Use the Surf ability to enter the river on the left. Paddle north until you come to a stone platform. If you want to capture Articuno, we recommend using Ultra Balls and Sleep-inducing attacks.

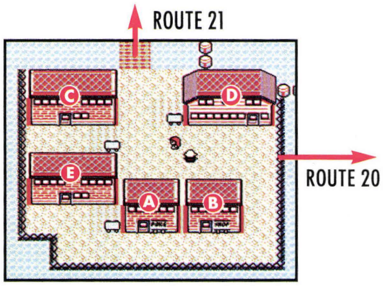




CINNABAR ISLAND

One of the Pokémon research centers on Cinnabar Island has been destroyed. A genetically engineered Pokémon broke free of its cage and escaped, demolishing the lab in the process. Luckily for you, the cloning facility is safe and sound.





A Pokémon Center

B Pokémon Mart

C Pokémon Mansion

The genetically engineered Pokémon known as Mewtwo was created in this facility.

D Pokémon Gym

The gym is locked up tight. The key to the front door is in a nearby building.

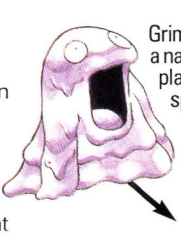
E Pokémon Lab

Give your fossil and the Old Amber to the scientists here. Leave the building and return to receive living examples of prehistoric Pokémon.

#88 GRIMER

TYPE: POISON

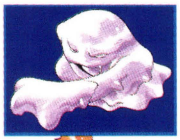
Grimer is actually sought after as a natural pollution-processing plant. It consumes toxic sludge spewed out by factories.



#89 MUK

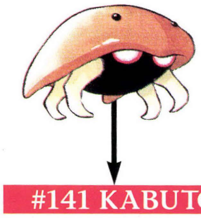
TYPE: POISON

Muk's body is so toxic, even its footprints are poisonous to the touch.



#140 KABUTO

TYPE: ROCK/WATER

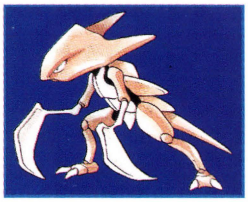


Seen from above, this cunning, beetle-like Pokémon is often mistaken for a smooth river rock.

#141 KABUTOPS

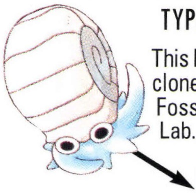
TYPE: ROCK/WATER

At level 55 Kabutops gains the powerful hydro Pump attack.



#138 OMANYTE

TYPE: ROCK/WATER

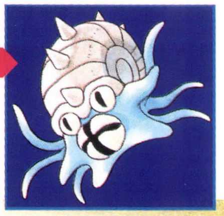


This Pokémon must be cloned from the Helix Fossil by the Pokémon Lab.

#139 OMASTAR

TYPE: ROCK/WATER

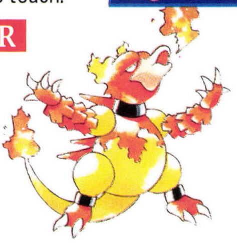
Scientists as yet have little data about this resurrected Pokémon.



#126 MAGMAR

TYPE: FIRE

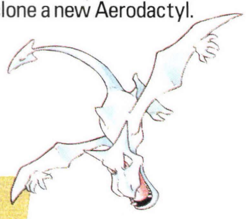
Magmar's skin glows steadily with a bright, orange fire.



#142 AERODACTYL

TYPE: ROCK/FLYING

The Pokémon Lab can use the Old Amber from the Pewter City Museum to clone a new Aerodactyl.



POKéMON MART

ULTRA BALL	1,200
GREAT BALL	600
HYPER POTION	1,500
MAX REPEL	700
ESCAPE ROPE	550
FULL HEAL	600
REVIVE	1,500

Gym Leader: BLAINE

Blaine is not just blowing smoke when he says his Pokémon are hot stuff. If you manage to put a damper on them, however, you'll receive Blaine's Volcano Badge and TM 38. The Volcano Badge boosts the power of all of your creatures' special attacks.

OPPONENTS

GROWLITHE	LEVEL 42	RAPIDASH	LEVEL 42
PONYTA	LEVEL 40	ARCANINE	LEVEL 47

PRIZES

- VOLCANO BADGE
- 38 TM 38

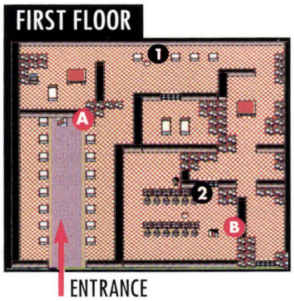
The BLAINE wants to fight!

POKéMON MANSION

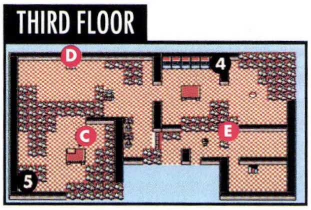
The Secret Key that opens the Cinnabar City Gym is lost in the rubble. Check the ruins for salvageable items and clues to the experimental Pokémon that escaped.

KOFFING	MANY	FEW
WEEZING	FEW	FEW
GROWLITHE	FEW	NONE
GRIMER	FEW	MANY
VULPIX	NONE	FEW
MAGMAR	NONE	FEW
PONYTA	MANY	MANY

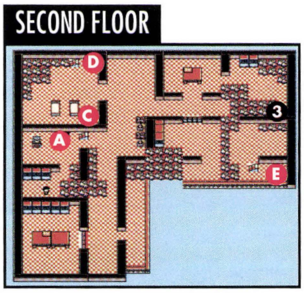
FIRST FLOOR



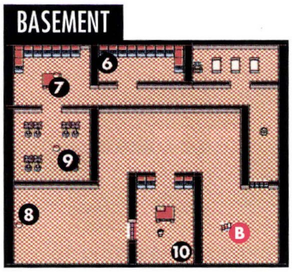
THIRD FLOOR

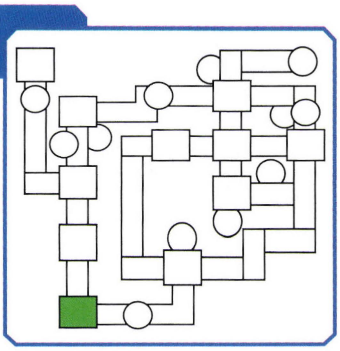


SECOND FLOOR



BASEMENT



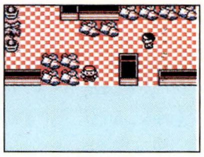


ITEMS

- ① ESCAPE ROPE
- ② CARBOS
- ③ CALCIUM
- ④ IRON
- ⑤ MAX POTION
- ⑥ RARE CANDY
- ⑦ TM 22
- ⑧ FULL RESTORE
- ⑨ SECRET KEY
- ⑩ TM 14

Leap of Faith

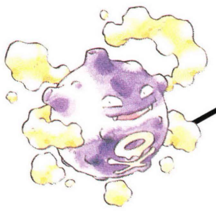
The Secret Key to the local gym is in the basement, but you must go upstairs first. As you explore, flip the switches on the statues to open the electronic doors. Make your way up to the third floor and leap off the ledge in the bottom-right corner. You'll land in the basement. Defeat a nearby trainer to open another door. Follow the hall to find the key.



#109 KOFFING

TYPE: POISON

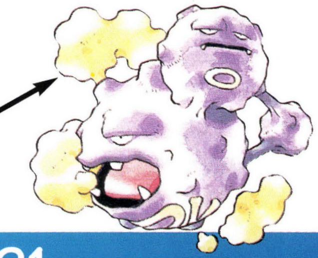
Koffing stores poison gases within its body, and it is known sometimes to explode without warning.



#110 WEEZING

TYPE: POISON

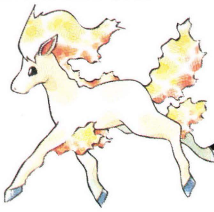
With much of its body made up of liquid rather than gas, Weezing is much denser and heavier than Koffing.



#77 PONYTA

TYPE: FIRE

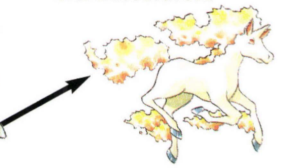
This fiery Pokémon's hooves are harder than diamond.



#78 RAPIDASH

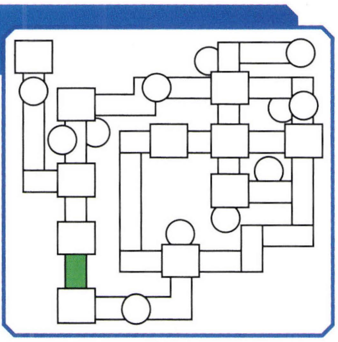
TYPE: FIRE

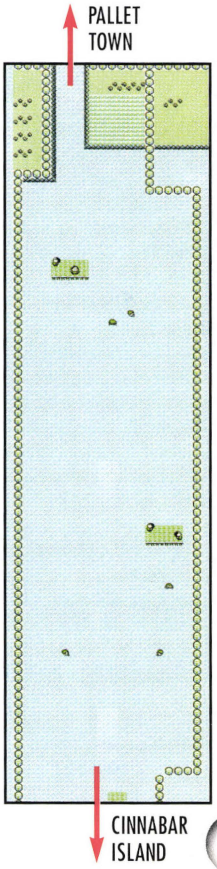
Rapidash's great speed allows it to strike a foe several times in a row.



ROUTE 21

After you defeat Blaine, Surf north to Pallet Town, then hoof it back to Viridian City. The Viridian City Gym reopened recently, and the head trainer has issued an open challenge.

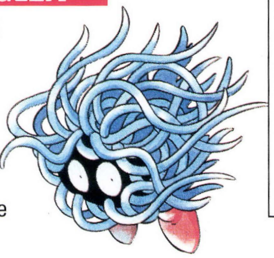




#114 TANGELA

TYPE: GRASS

Looking for all the world like a walking plate of spaghetti or a two-legged, tail-less sheep dog, Tangela is one of the shyest Pokémon.



RATTATA	FEW	FEW
RATICATE	FEW	FEW
PIDGEY	FEW	FEW
PIDGEOTTO	FEW	FEW
TANGELA	FEW	FEW
TENTACOOL	MANY	MANY

Gym Leader:
GIOVANNI

RHYDON :L50
HP:
ARTICUNO :L50
HP: 156/156

ARTICUNO
used ICE BEAM!

After his defeat in Saffron City, Giovanni returned to his old job as leader of the Viridian City Gym. Now that he's given up crime, Giovanni will gladly give you his Earth Badge—if you best him in battle, that is! The Earth Badge will ensure that any of your Pokémon will obey you.

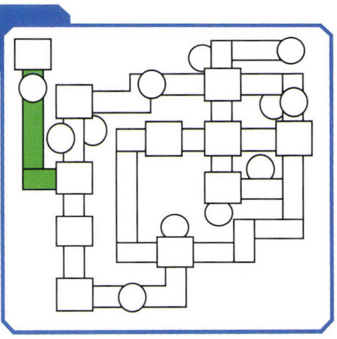
OPPONENTS

RHYHORN	LEVEL	45
DUGTRIO	LEVEL	42
NIDOQUEEN	LEVEL	43
NIDOKING	LEVEL	45
RHYDON	LEVEL	50

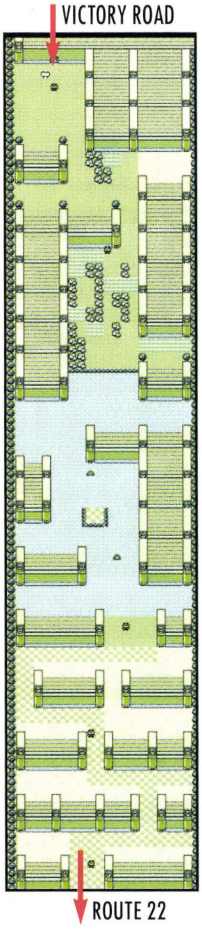
PRIZES

	EARTH BADGE
27	TM 27

ROUTES 22 & 23



Your final challenge is to prove your skill as a trainer by defeating the Pokémon League's Elite Four. You won't be seeing a Pokémon Center or a Pokémon Mart for a while, so stock up on items before you leave Viridian City. Head west out of the city and follow Routes 22 and 23 to the Pokémon League headquarters.



EKANS	FEW	NONE
DITTO	FEW	FEW
SPEAROW	FEW	FEW
FEAROW	FEW	FEW
ARBOK	FEW	NONE
SANDSHREW	NONE	FEW
SANDSLASH	NONE	FEW

#28 SANDSLASH

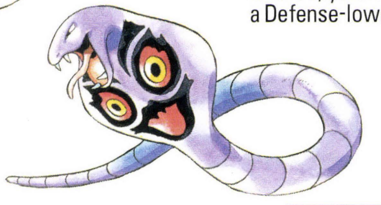
TYPE: GROUND

When threatened, Sandslash curls up into a little ball. It then rolls along the ground to attack or escape.

#24 ARBOK

TYPE: POISON

At level 27, you can add a paralyzing Glare to Arbok's arsenal. At level 36, you can replace Leer with a Defense-lowering Screech.

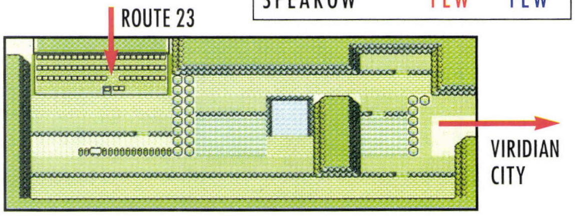


Roadside Rumble

You're heading off to challenge the Pokémon League's best, so, of course, Gary can't resist getting in your face one more time. You'd think he'd have learned his lesson by now, but you have to admire his persistence, at least. His latest combat team includes Pidgeot, Alakazam and Rhydon.

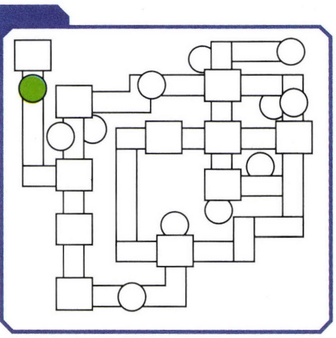
So you're going to
POKéMON LEAGUE?

RATTATA	MANY	MANY
NIDORAN ♂	MANY	FEW
NIDORAN ♀	FEW	MANY
SPEAROW	FEW	FEW

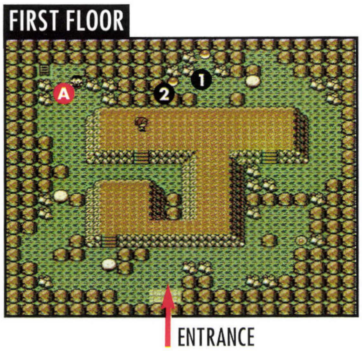


VICTORY ROAD

Enter the league's front door to find yourself in the rocky cavern known as Victory Road. The trick here is to push the loose boulders onto the round switches to open up new paths. You must open the path to ladder D on the second floor. This leads to ladder E, which leads to the exit.

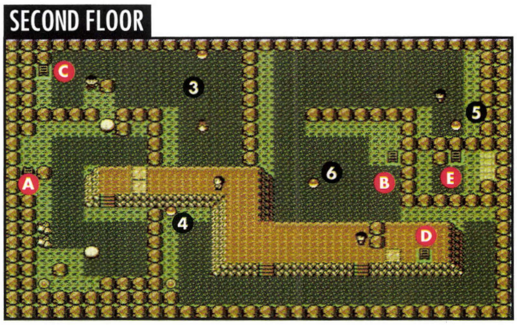


FIRST FLOOR

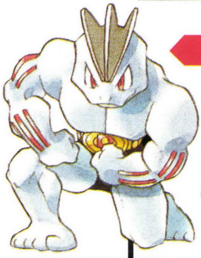


MACHOP	FEW	FEW
MACHOKE	FEW	FEW
GEODUDE	FEW	FEW
GRAVELER	FEW	FEW
ZUBAT	FEW	FEW
GOLBAT	FEW	FEW
ONIX	FEW	FEW
MAROWAK	FEW	FEW

SECOND FLOOR



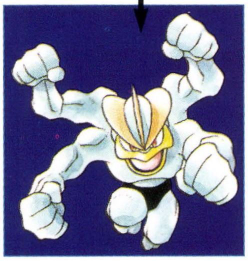
MACHOP	FEW	FEW
MACHOKE	FEW	FEW
GEODUDE	FEW	FEW
GRAVELER	FEW	FEW
ZUBAT	FEW	FEW
GOLBAT	FEW	FEW
ONIX	FEW	FEW
MAROWAK	FEW	FEW



#67 MACHOKE

TYPE: FIGHTING

Machoke likes body-building even more than Machop, but its vanity can get in the way of its combat training.



#68 MACHAMP

TYPE: FIGHTING

Machoke must be traded to another Game Pak to transform it into Machamp. It gains an extra pair of arms in the process.

#105 MAROWAK

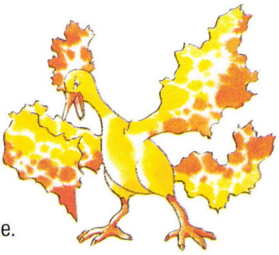
TYPE: GROUND

Its skillful use of bones as makeshift boomerangs has earned this Pokémon the nickname, "Bonekeeper."

#146 MOLTRES

TYPE: FIRE/FLYING

Moltres appears so rarely, most people think it's only a myth. If spotted, it disappears in a flash of fire.

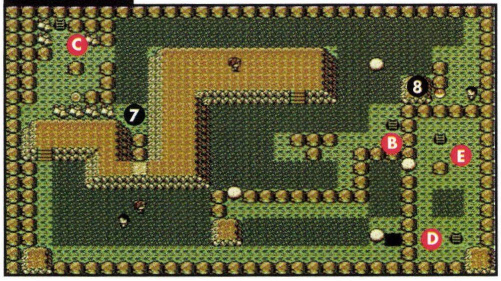


MACHOP	FEW	FEW
MACHOKE	FEW	FEW
GEODUDE	FEW	FEW
GRAVELER	FEW	FEW
ZUBAT	FEW	FEW
GOLBAT	FEW	FEW
ONIX	FEW	FEW
VENOMOTH	FEW	FEW

ITEMS

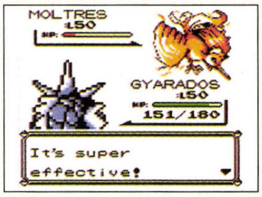
❶	TM 43
❷	RARE CANDY
❸	GUARD SPEC.
❹	TM 05
❺	TM 17
❻	FULL HEAL
❼	TM 47
❽	MAX REVIVE

THIRD FLOOR



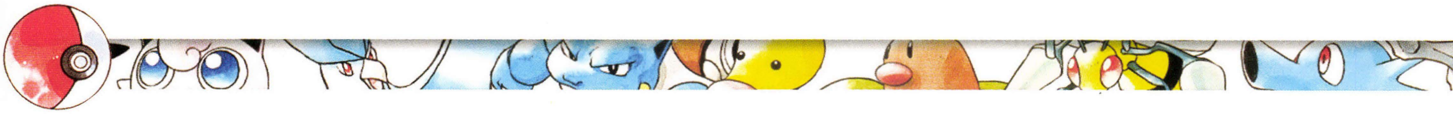
Buried Treasure

Like Zapdos and Articuno, Moltres appears only once per game, so this is your only opportunity to capture it or defeat it outright. Moltres is on the second level, but to reach it, you must first go up to the third level, then take the ladder marked "C" to go back down. The Fire-type Moltres is at experience level 50, so keep that in mind as you prepare for your confrontation.



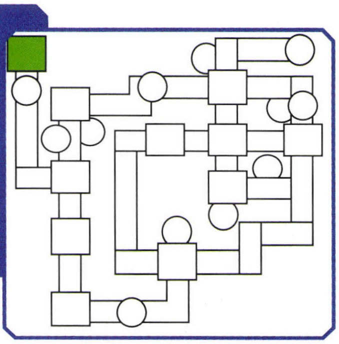
It's super effective!

Gyaoo!

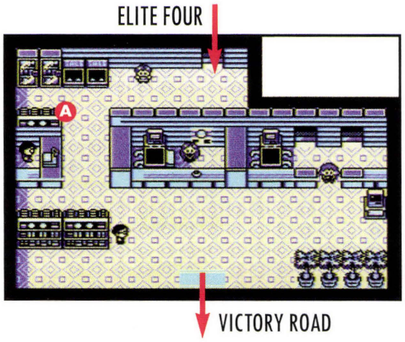


INDIGO PLATEAU

Here at Indigo Plateau, you have one last chance to rest and buy items before battling the Elite Four. You'll fight them one at a time, and you can't leave until you're victorious. This is the moment you've trained for, so good luck!



A Pokémon Mart



POKéMON MART

ULTRA BALL	1,200
GREAT BALL	600
FULL RESTORE	3,000
MAX POTION	2,500
FULL HEAL	600
REVIVE	1,500
MAX REPEL	700

LORELEI

Your first duel is with Lorelei, Mistress of Icy Pokémon. Fire-type, Fighting-type and Rock-type Pokémon all have a combat advantage against Ice-types. Many of her Pokémon also have Water-type characteristics, so be sure to guard against those powers, too.

OPPONENTS

DEWGONG	LEVEL 54
CLOYSTER	LEVEL 53
SLOWBRO	LEVEL 54
JYNX	LEVEL 56
LAPRAS	LEVEL 56

BRUNO

Bruno is the second of the Elite Four trainers. Fighting-type Pokémon are his specialty, but he also has two Onix to round out his squad. If you want to go the distance, remember that Flying-type and Psychic-type Pokémon are more than a match for Fighting-types.

OPPONENTS

ONIX	LEVEL 53
HITMONCHAN	LEVEL 55
HITMONLEE	LEVEL 55
ONIX	LEVEL 56
MACHAMP	LEVEL 58

AGATHA

If it's a challenge you want, then Agatha is ready to deliver. As you may recall, no type of Pokémon has a great advantage in battle over Ghost-types, and some special attacks won't affect them at all. Focus on water- or fire-type attacks.

OPPONENTS

GENGAR	LEVEL 56
GOLBAT	LEVEL 56
HAUNTER	LEVEL 55
ARBOK	LEVEL 58
GENGAR	LEVEL 60

LANCE

Lance is the leader of the Elite Four and the most powerful trainer in the Pokémon League. His Dragon-type Pokémon are vulnerable to Ice-type and Fighting-type powers. On the other hand, no Pokémon can defend well against Dragon-type attacks, so keep lots of Potion ready!

DRAGONITE
:L62
HP:
ARTICUNO
:L54
HP:
75/173
▶FIGHT
PKMN
ITEM
RUN

OPPONENTS

GYARADOS	LEVEL 58
DRAGONAIR	LEVEL 56
DRAGONAIR	LEVEL 56
AERODACTYL	LEVEL 60
DRAGONITE	LEVEL 62

GARY

Gary defeated the Elite Four before you even set foot on Victory Road, and now you must beat him if you want to claim the title of World's Greatest Pokémon Trainer. The first half of his team consists of Pidgeot, Alakazam and Rhydon. The second half differs from game to game, depending on which Pokémon he chose when the game began. If your Pokémon are level 74 or above, you should be able to defeat Gary's Pokémon with just two or three attacks each, but you should still be ready to defend against his Pokémon's special attacks.

OPPONENTS

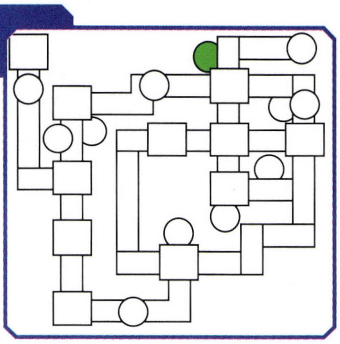
PIDGEOT LEVEL 61
ALAKAZAM LEVEL 59
RHYDON LEVEL 61

GYARADOS LEVEL 61
ARCANINE LEVEL 63
VENUSAUR LEVEL 65
(Chose Bulbasaur)

EXEGGUTOR LEVEL 61
GYARADOS LEVEL 63
CHARIZARD LEVEL 65
(Chose Charmander)

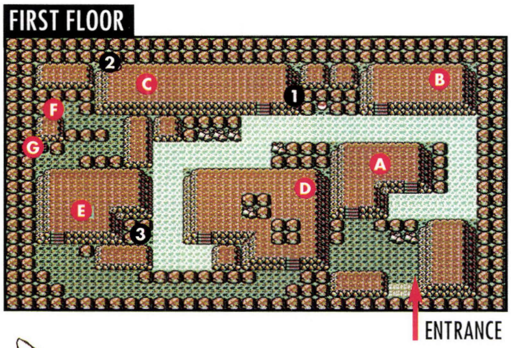
ARCANINE LEVEL 61
EXEGGUTOR LEVEL 63
BLASTOISE LEVEL 65
(Chose Squirtle)

UNKNOWN DUNGEON



Now that you're the undisputed Pokémon League champion, your first mission is to capture the experimental Pokémon known as Mewtwo. After the credits roll, press Start to make the main menu appear, then select the Continue option. You'll pick up where you left off, with all of the same Pokémon you had before. Go back to Route 24, just north of Cerulean City. Dive into the water and swim south until you reach a cave. Mewtwo is in there, on the lowest level.

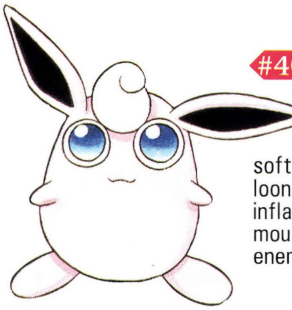
FIRST FLOOR



ITEMS

❶	MAX ELIXER
❷	NUGGET
❸	FULL RESTORE

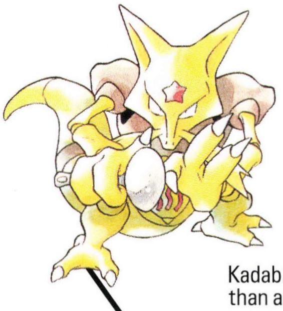
DODRIO	FEW	FEW
VENOMOTH	FEW	FEW
KADABRA	FEW	FEW
RHYDON	FEW	FEW
MAROWAK	FEW	FEW
ELECTRODE	FEW	FEW
CHANSEY	FEW	FEW
WIGGLYTUFF	FEW	FEW
DITTO	FEW	FEW



#40 WIGGLYTUFF

TYPE: NORMAL

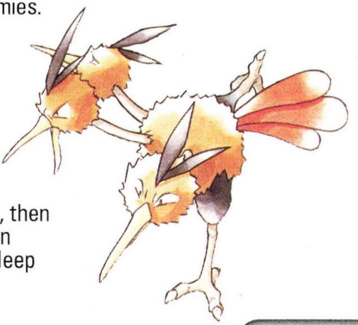
Wigglytuff's body is soft and rubbery, like a balloon. When angered, it inflates itself to an enormous size to scare off enemies.



#64 KADABRA

TYPE: PSYCHIC

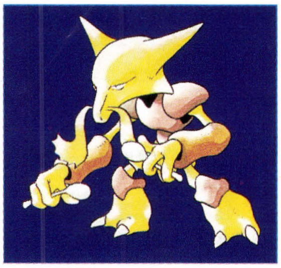
Kadabra relies on a strong mind rather than a powerful body to win. It can send out waves of mental energy that cause headaches at close range.



#85 DODRIO

TYPE: NORMAL/FLYING

If two heads are better than one, then what about Dodrio's three? When Dodrio rests, two of the heads sleep while the third keeps watch.

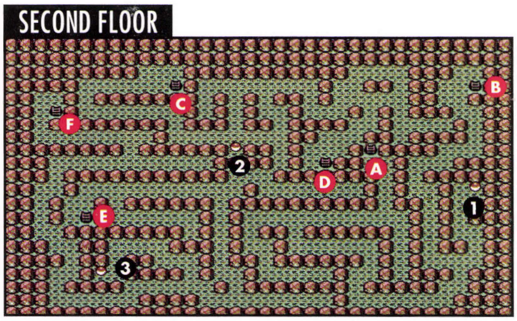


#65 ALAKAZAM

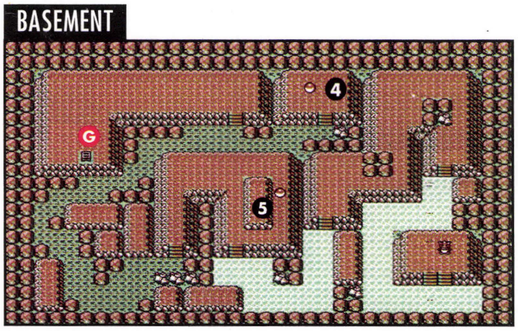
TYPE: PSYCHIC

Experts believe that Alakazam's brain is as powerful as any super computer. Its incredible Psychic abilities back up that belief.

SECOND FLOOR



BASEMENT



RHYDON	FEW	FEW
MAROWAK	FEW	FEW
ELECTRODE	FEW	FEW
CHANSEY	FEW	FEW
PARASECT	FEW	FEW
RAICHU	FEW	FEW
ARBOK	FEW	NONE
DITTO	FEW	FEW
SANDSLASH	NONE	FEW

ITEMS

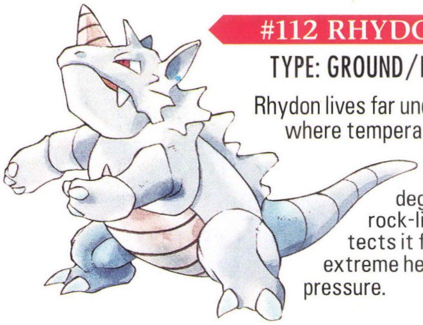
❶	PP UP
❷	FULL RESTORE
❸	ULTRA BALL
❹	MAX REVIVE
❺	ULTRA BALL

Trainer's Delight

The Unknown Dungeon is crawling with rare Pokémon. If you want to capture them all but don't have the right Pokémon for the job, simply return to Cerulean City, exchange Pokémon through the PC at the Pokémon Center, then come back. In fact, every area of the game is now open, and you have all the time in the world to search for new Pokémon to add to your collection. Just remember that you must trade for some Pokémon.

DITTO :L65
GYARADOS :L51
117/183
HP:
HP:
▶FIGHT
ITEM
RUN

GOLBAT	FEW	FEW
HYPNO	FEW	FEW
MAGNETON	FEW	FEW
DODRIO	FEW	FEW
VENOMOTH	FEW	FEW
ARBOK	FEW	NONE
KADABRA	FEW	FEW
PARASECT	FEW	FEW
RAICHU	FEW	FEW
DITTO	FEW	FEW
SANDSLASH	NONE	FEW



#112 RHYDON

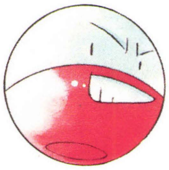
TYPE: GROUND/ROCK

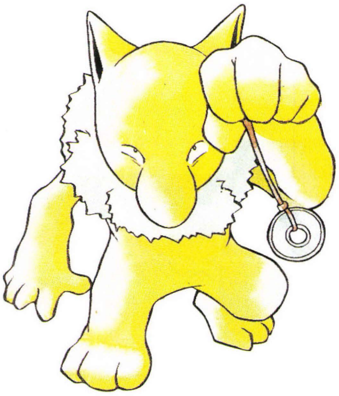
Rhydon lives far underground where temperatures reach well over 2,000 degrees. Its rock-like hide protects it from the extreme heat and pressure.

#101 ELECTRODE

TYPE: ELECTRIC

If you can't find an Electrode in the Unknown Dungeon, look inside the Power Plant or on Cinnabar Island.





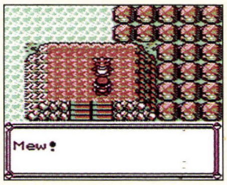
#97 HYPNO

TYPE: PSYCHIC

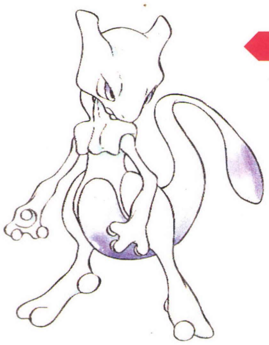
Hypno survives by putting its prey to sleep and consuming their dreams. It can get sick from absorbing bad dreams.

Mastering Mewtwo

To reach Mewtwo, use the maps to follow the ladders back and forth between the levels. Follow the ladders in order from A to G. Once you reach the lowest level, go to the bottom-right corner to find Mewtwo. The only way guaranteed to capture Mewtwo is to use the Master Ball you received from the president of Silph Co. If you have the Master Ball, don't bother fighting; just use it right away. If you don't have the Master Ball, you'll have to snare Mewtwo the old-fashioned way.


Mew!

MEWTWO
PSN
KADABRA :L51
37/123
ASH used
MASTER BALL!



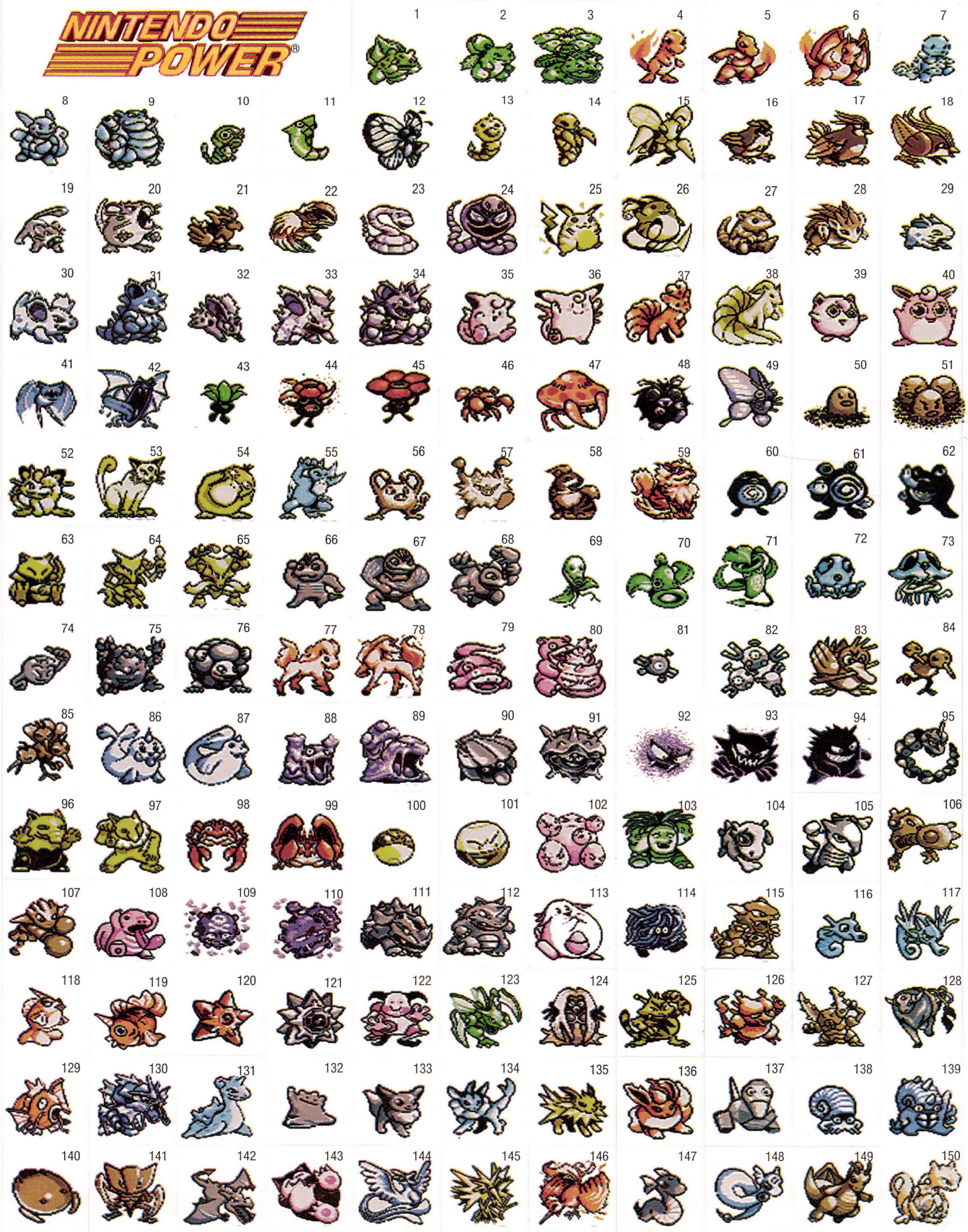
#150 MEWTWO

TYPE: PSYCHIC

Mewtwo was created in the Pokémon Lab on Cinnabar Island. Scientists tried to create the perfect fighting machine, and they succeeded—perhaps too well. Mewtwo is extremely hostile and can't stand being in a Poké Ball.

Gotta Stamp 'Em All!

Each Pokémon has a data card in the Field Guide, pages 66 through 103. As you collect each one, peel off its stamp and place it in the space provided on its card.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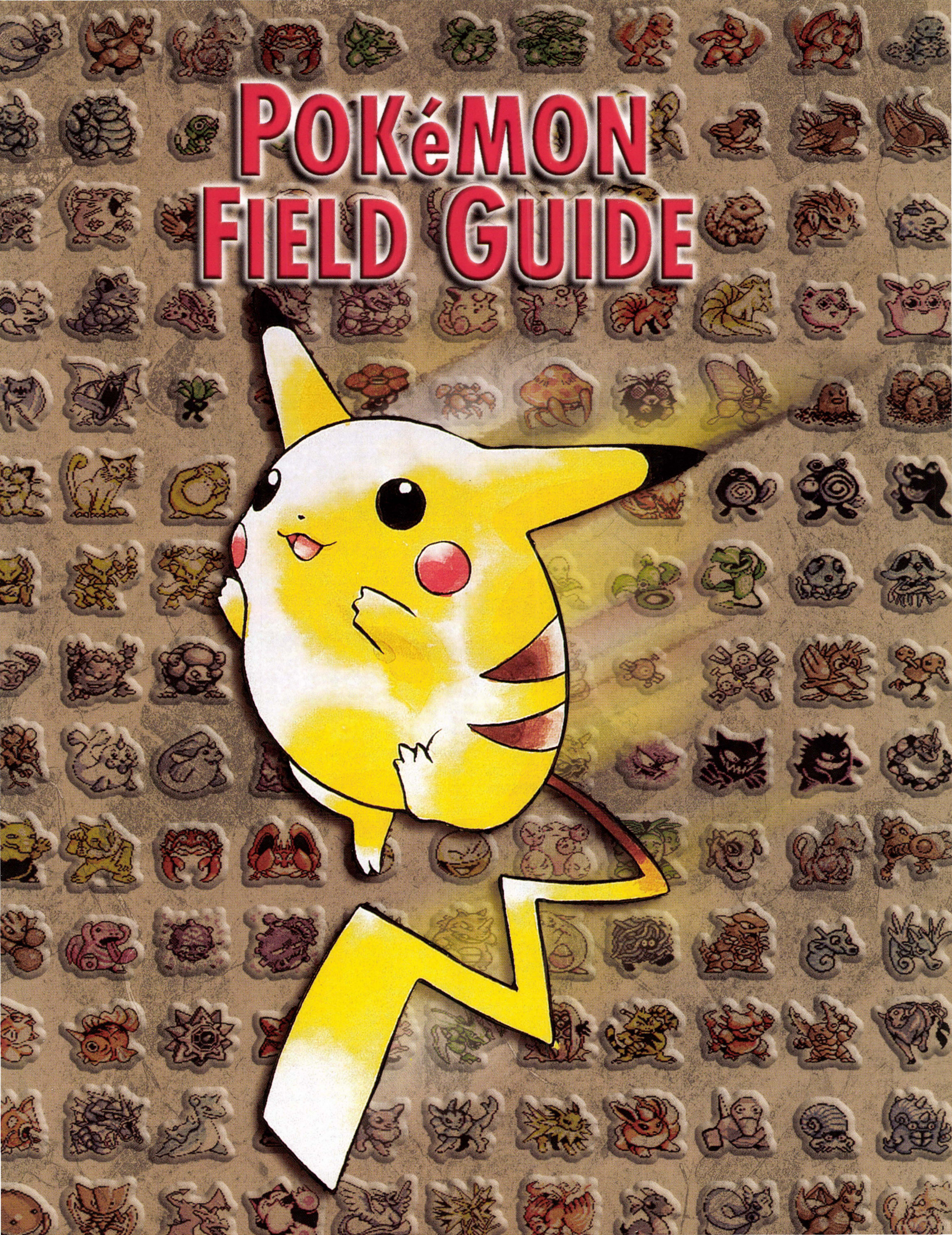
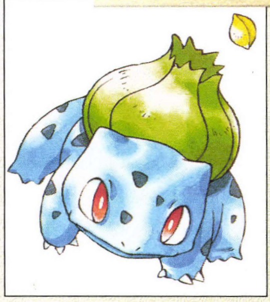
POKéMON FIELD GUIDE

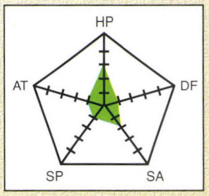


#1 BULBASAUR



FIND	CATCH	TYPE
●	●	GRASS
●	●	POISON

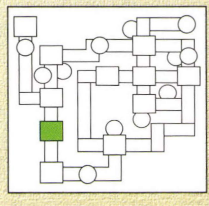
STATS



ABILITY

Level	Attack	Type
–	TACKLE	NRM
–	GROWL	NRM
7	LEECH SEED	GRS
13	VINE WHIP	GRS
20	POISON POWDER	PSN
27	RAZOR LEAF	GRS
34	GROWTH	NRM
41	SLEEP POWDER	GRS
48	SOLAR BEAM	GRS

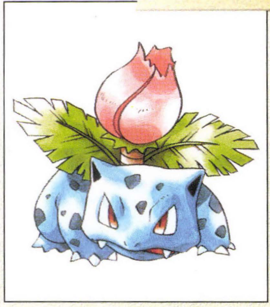
AREA



EVOLUTION

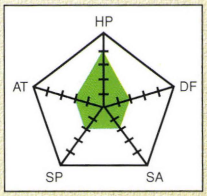
BULBASAUR → IVYSAUR LEV. 16 → VENUSAUR LEV. 32

#2 IVYSAUR



FIND	CATCH	TYPE
●	●	GRASS
●	●	POISON

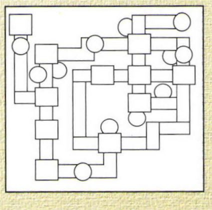
STATS



ABILITY

Level	Attack	Type
–	TACKLE	NRM
–	GROWL	NRM
–	LEECH SEED	GRS
13	VINE WHIP	GRS
22	POISON POWDER	PSN
30	RAZOR LEAF	GRS
38	GROWTH	NRM
46	SLEEP POWDER	GRS
54	SOLAR BEAM	GRS

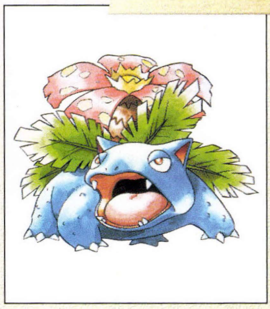
AREA



EVOLUTION

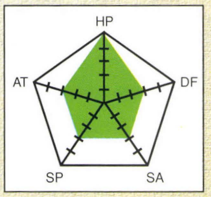
BULBASAUR → IVYSAUR LEV. 16 → VENUSAUR LEV. 32

#3 VENUSAUR



FIND	CATCH	TYPE
●	●	GRASS
●	●	POISON

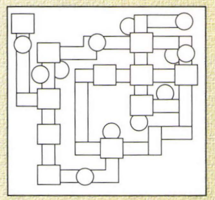
STATS



ABILITY

Level	Attack	Type
–	TACKLE	NRM
–	GROWL	NRM
–	LEECH SEED	GRS
–	VINE WHIP	GRS
–	POISON POWDER	PSN
–	RAZOR LEAF	GRS
43	GROWTH	NRM
55	SLEEP POWDER	GRS
65	SOLAR BEAM	GRS

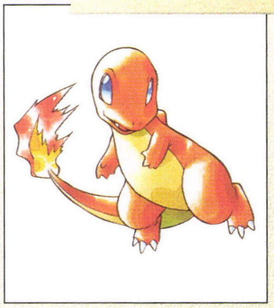
AREA



EVOLUTION

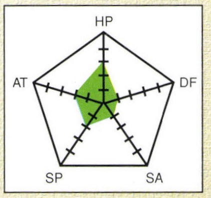
BULBASAUR → IVYSAUR LEV. 16 → VENUSAUR LEV. 32

#4 CHARMANDER



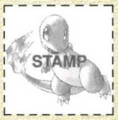
FIND	CATCH	TYPE
●	●	FIRE
●	●	–

STATS

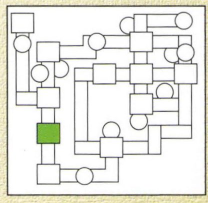


ABILITY

Level	Attack	Type
–	SCRATCH	NRM
–	GROWL	NRM
9	EMBER	FIR
15	LEER	NRM
22	RAGE	NRM
30	SLASH	NRM
38	FLAMETHROWER	FIR
46	FIRE SPIN	FIR



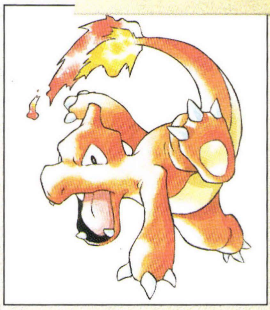
AREA



EVOLUTION

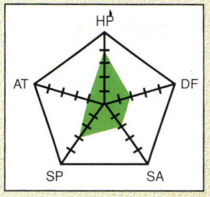
CHARMANDER → CHARMELEON LEV. 16 → CHARIZARD LEV. 36

#5 CHARMELEON



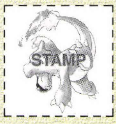
Find	Catch	Type
🔴	🔴	FIRE
🔵	🔵	–

Stats

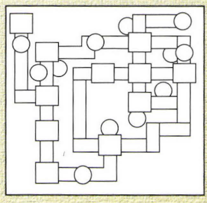


Ability

Level	Attack	Type
–	SCRATCH	NRM
–	GROWL	NRM
–	EMBER	FIR
15	LEER	NRM
24	RAGE	NRM
33	SLASH	NRM
42	FLAMETHROWER	FIR
56	FIRE SPIN	FIR



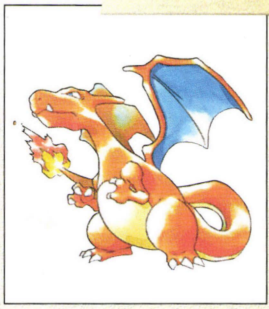
Area



Evolution

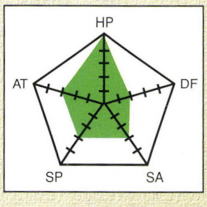
CHARMANDER → CHARMELEON LEV. 16 → CHARIZARD LEV. 36

#6 CHARIZARD



Find	Catch	Type
🔴	🔴	FIRE
🔵	🔵	FLYING

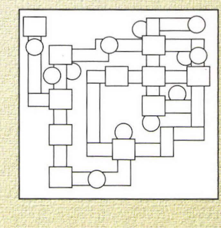
Stats



Ability

Level	Attack	Type
–	SCRATCH	NRM
–	GROWL	NRM
–	EMBER	FIR
–	LEER	NRM
–	RAGE	NRM
36	SLASH	NRM
46	FLAMETHROWER	FIR
55	FIRE SPIN	FIR

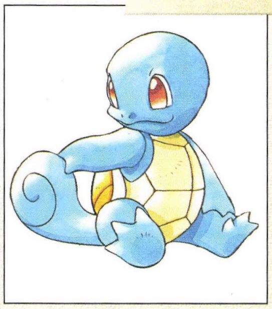
Area



Evolution

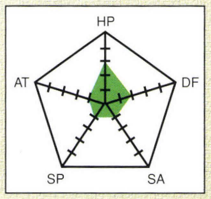
CHARMANDER → CHARMELEON LEV. 16 → CHARIZARD LEV. 36

#7 SQUIRTLE



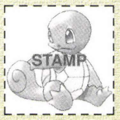
Find	Catch	Type
🔴	🔴	WATER
🔵	🔵	–

Stats

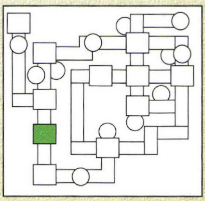


Ability

Level	Attack	Type
–	TACKLE	NRM
–	TAIL WHIP	NRM
8	BUBBLE	WTR
15	WATER GUN	WTR
22	BITE	NRM
28	WITHDRAW	WTR
35	SKULL BASH	NRM
42	HYDRO PUMP	WTR



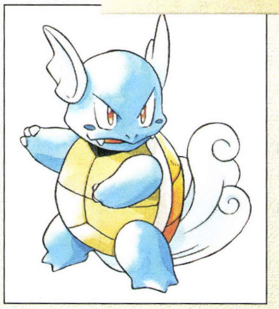
Area



Evolution

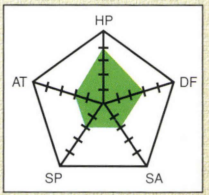
SQUIRTLE → WARTORTLE LEV. 16 → BLASTOISE LEV. 36

#8 WARTORTLE



Find	Catch	Type
🔴	🔴	WATER
🔵	🔵	–

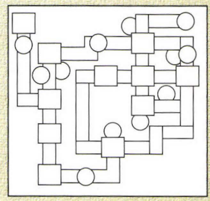
Stats



Ability

Level	Attack	Type
–	TACKLE	NRM
–	TAIL WHIP	NRM
–	BUBBLE	WTR
15	WATER GUN	WTR
24	BITE	NRM
31	WITHDRAW	WTR
39	SKULL BASH	NRM
47	HYDRO PUMP	WTR

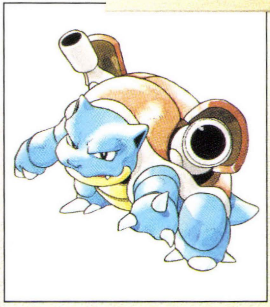
Area



Evolution

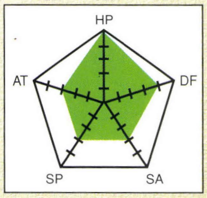
SQUIRTLE → WARTORTLE LEV. 16 → BLASTOISE LEV. 36

#9 BLASTOISE



FIND	CATCH	TYPE
●	●	WATER
●	●	–

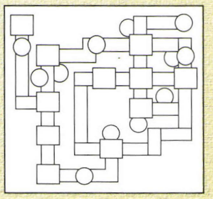
STATS



ABILITY

Level	Attack	Type
–	TACKLE	NRM
–	TAIL WHIP	NRM
–	BUBBLE	WTR
–	WATER GUN	WTR
24	BITE	NRM
31	WITHDRAW	WTR
42	SKULL BASH	NRM
52	HYDRO PUMP	WTR

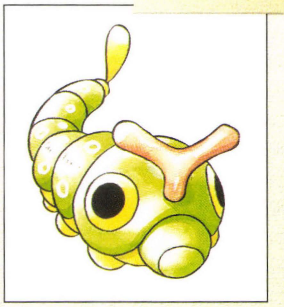
AREA



EVOLUTION

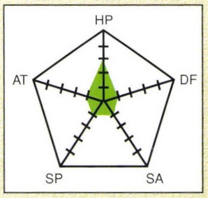
SQUIRTLE → WARTORTLE LEV. 16 → BLASTOISE LEV. 36

#10 CATERPIE



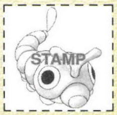
FIND	CATCH	TYPE
●	●	BUG
●	●	–

STATS

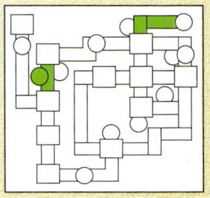


ABILITY

Level	Attack	Type
–	TACKLE	NRM
–	STRING SHOT	BUG



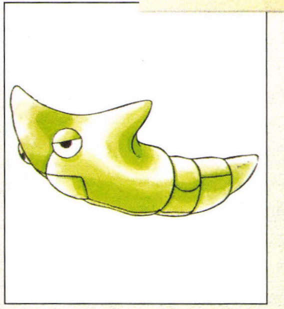
AREA



EVOLUTION

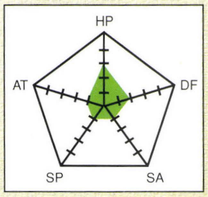
CATERPIE → METAPOD LEV. 7 → BUTTERFREE LEV. 10

#11 METAPOD



FIND	CATCH	TYPE
●	●	BUG
●	●	–

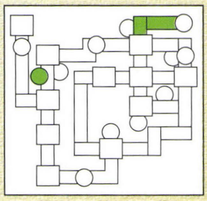
STATS



ABILITY

Level	Attack	Type
–	HARDEN	NRM

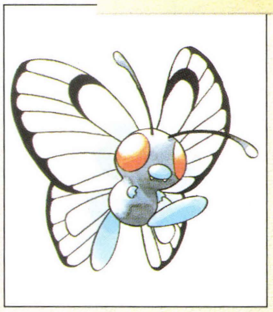
AREA



EVOLUTION

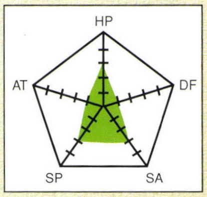
CATERPIE → METAPOD LEV. 7 → BUTTERFREE LEV. 10

#12 BUTTERFREE



FIND	CATCH	TYPE
●	●	BUG
●	●	FLYING

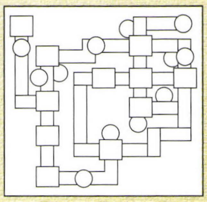
STATS



ABILITY

Level	Attack	Type
12	CONFUSION	PSY
15	POISON POWDER	PSN
16	STUN SPORE	GRS
17	SLEEP POWDER	GRS
21	SUPERSONIC	NRM
26	WHIRLWIND	NRM
32	PSYBEAM	PSY

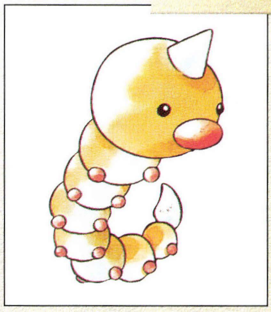
AREA



EVOLUTION

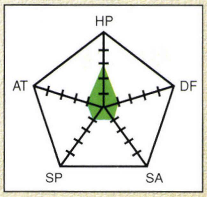
CATERPIE → METAPOD LEV. 7 → BUTTERFREE LEV. 10

#13 WEEDLE



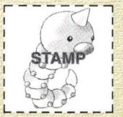
FIND	CATCH	TYPE
🔴	🔴	BUG
🔵	🔵	POISON

STATS

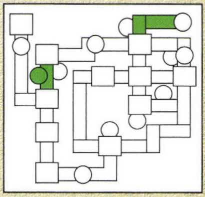


ABILITY

Level	Attack	Type
–	POISON STING	PSN
–	STRING SHOT	BUG



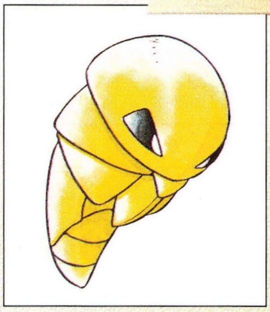
AREA



EVOLUTION

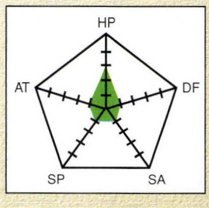
WEEDLE → KAKUNA LEV. 7 → BEEDRILL LEV. 10

#14 KAKUNA



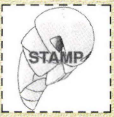
FIND	CATCH	TYPE
🔴	🔴	BUG
🔵	🔵	POISON

STATS

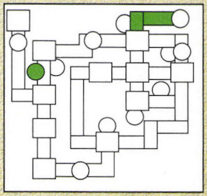


ABILITY

Level	Attack	Type
–	HARDEN	NRM



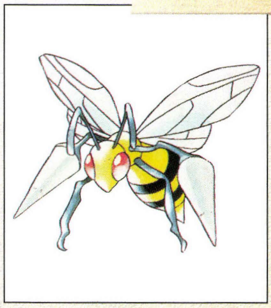
AREA



EVOLUTION

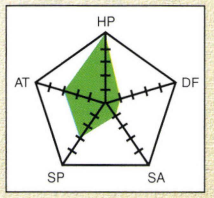
WEEDLE → KAKUNA LEV. 7 → BEEDRILL LEV. 10

#15 BEEDRILL



FIND	CATCH	TYPE
🔴	🔴	BUG
🔵	🔵	POISON

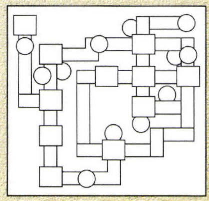
STATS



ABILITY

Level	Attack	Type
12	FURY ATTACK	NRM
16	FOCUS ENERGY	NRM
20	TWINEEDLE	BUG
25	RAGE	NRM
30	PIN MISSILE	BUG
35	AGILITY	PSY

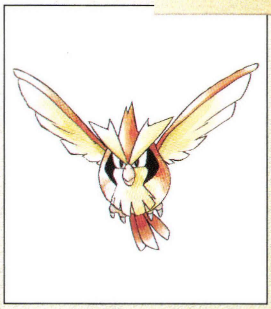
AREA



EVOLUTION

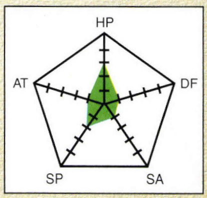
WEEDLE → KAKUNA LEV. 7 → BEEDRILL LEV. 10

#16 PIDGEY



FIND	CATCH	TYPE
🔴	🔴	NORMAL
🔵	🔵	FLYING

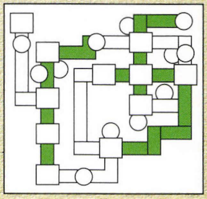
STATS



ABILITY

Level	Attack	Type
–	GUST	FLY
5	SAND-ATTACK	NRM
12	QUICK ATTACK	NRM
19	WHIRLWIND	NRM
28	WING ATTACK	FLY
36	AGILITY	PSY
44	MIRROR MOVE	FLY

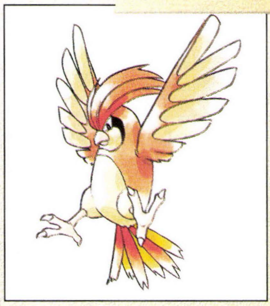
AREA



EVOLUTION

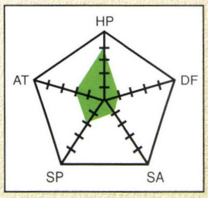
PIDGEY → PIDGEOTTO LEV. 18 → PIDGEOT LEV. 36

#17 PIDGEOTTO



FIND	CATCH	TYPE
●	●	NORMAL
●	●	FLYING

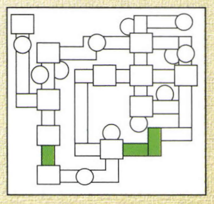
STATS



ABILITY

Level	Attack	Type
–	GUST	FLY
–	SAND-ATTACK	NRM
–	QUICK ATTACK	NRM
21	WHIRLWIND	NRM
31	WING ATTACK	FLY
40	AGILITY	PSY
49	MIRROR MOVE	FLY

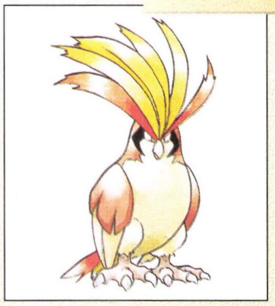
AREA



EVOLUTION

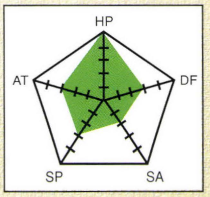
PIDGEY → PIDGEOTTO LEV. 18 → PIDGEOT LEV. 36

#18 PIDGEOT



FIND	CATCH	TYPE
●	●	NORMAL
●	●	FLYING

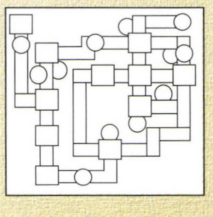
STATS



ABILITY

Level	Attack	Type
–	GUST	FLY
–	SAND-ATTACK	NRM
–	QUICK ATTACK	NRM
–	WHIRLWIND	NRM
–	WING ATTACK	FLY
44	AGILITY	PSY
54	MIRROR MOVE	FLY

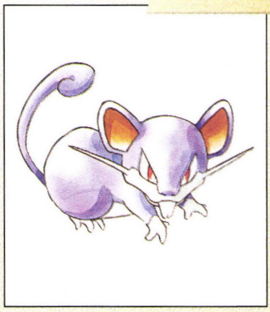
AREA



EVOLUTION

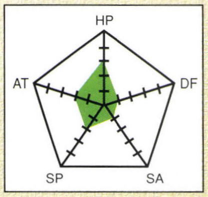
PIDGEY → PIDGEOTTO LEV. 18 → PIDGEOT LEV. 36

#19 RATTATA



FIND	CATCH	TYPE
●	●	NORMAL
●	●	–

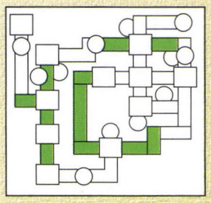
STATS



ABILITY

Level	Attack	Type
–	TACKLE	NRM
–	TAIL WHIP	NRM
7	QUICK ATTACK	NRM
14	HYPER FANG	NRM
23	FOCUS ENERGY	NRM
34	SUPER FANG	NRM

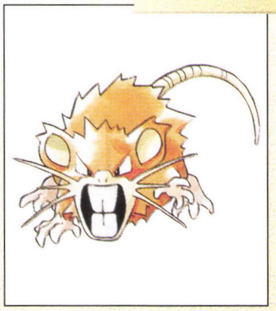
AREA



EVOLUTION

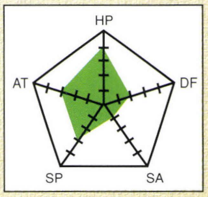
RATTATA → RATICATE LEV. 20

#20 RATICATE



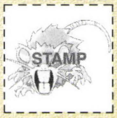
FIND	CATCH	TYPE
●	●	NORMAL
●	●	–

STATS

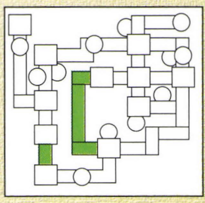


ABILITY

Level	Attack	Type
–	TACKLE	NRM
–	TAIL WHIP	NRM
–	QUICK ATTACK	NRM
14	HYPER FANG	NRM
27	FOCUS ENERGY	NRM
41	SUPER FANG	NRM



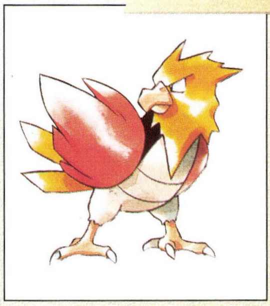
AREA



EVOLUTION

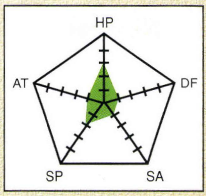
RATTATA → RATICATE LEV. 20

#21 SPEAROW



Find	Catch	Type
🔴	🔴	NORMAL
🔵	🔵	FLYING

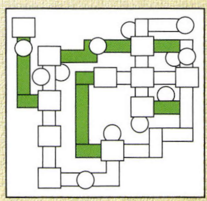
Stats



Ability

Level	Attack	Type
–	PECK	FLY
–	GROWL	NRM
9	LEER	NRM
15	FURY ATTACK	NRM
22	MIRROR MOVE	FLY
29	DRILL PECK	FLY
36	AGILITY	PSY

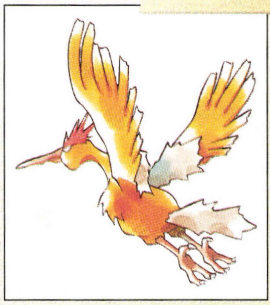
Area



Evolution

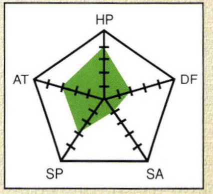
SPEAROW → FEAROW LEV. 20

#22 FEAROW



Find	Catch	Type
🔴	🔴	NORMAL
🔵	🔵	FLYING

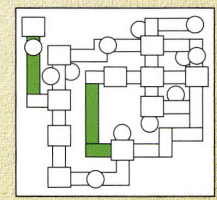
Stats



Ability

Level	Attack	Type
–	PECK	FLY
–	GROWL	NRM
–	LEER	NRM
–	FURY ATTACK	NRM
25	MIRROR MOVE	FLY
34	DRILL PECK	FLY
43	AGILITY	PSY

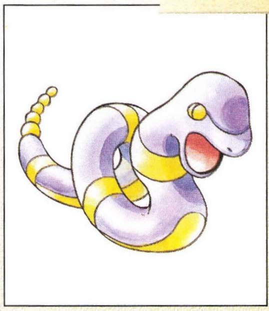
Area



Evolution

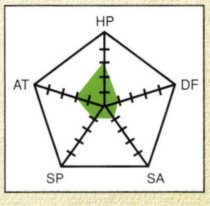
SPEAROW → FEAROW LEV. 20

#23 EKANS



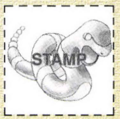
Find	Catch	Type
🔴	🔴	POISON
🔵		–

Stats

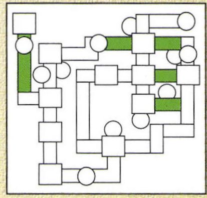


Ability

Level	Attack	Type
–	WRAP	NRM
–	LEER	NRM
10	POISON STING	PSN
17	BITE	NRM
24	GLARE	NRM
31	SCREECH	NRM
38	ACID	PSN



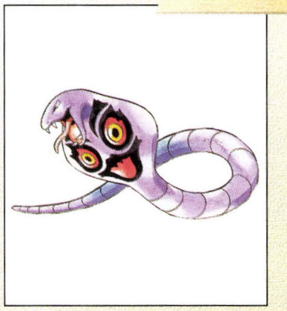
Area



Evolution

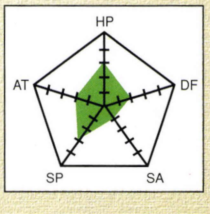
EKANS → ARBOK LEV. 22

#24 ARBOK



Find	Catch	Type
🔴	🔴	POISON
🔵		–

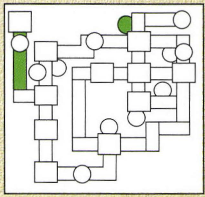
Stats



Ability

Level	Attack	Type
–	WRAP	NRM
–	LEER	NRM
–	POISON STING	PSN
17	BITE	NRM
27	GLARE	NRM
36	SCREECH	NRM
47	ACID	PSN

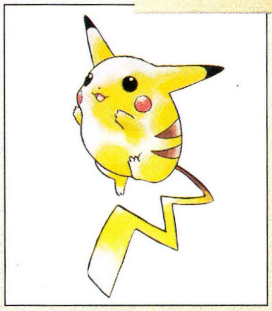
Area



Evolution

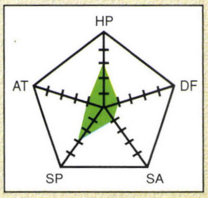
EKANS → ARBOK LEV. 22

#25 PIKACHU



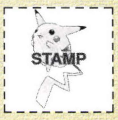
FIND	CATCH	TYPE
●	●	ELECTRIC
●	●	–

STATS

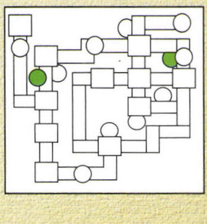


ABILITY

Level	Attack	Type
–	THUNDERSHOCK	ELC
–	GROWL	NRM
9	THUNDER WAVE	ELC
16	QUICK ATTACK	NRM
26	SWIFT	NRM
33	AGILITY	PSY
43	THUNDER	ELC



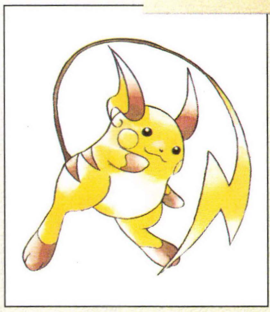
AREA



EVOLUTION

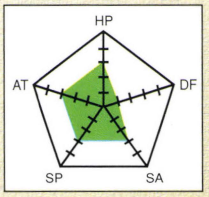
PIKACHU → RAICHU THUNDER STONE

#26 RAICHU



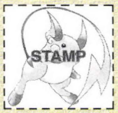
FIND	CATCH	TYPE
●	●	ELECTRIC
●	●	–

STATS

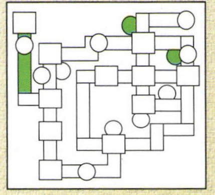


ABILITY

Level	Attack	Type
–	THUNDERSHOCK	ELC
–	GROWL	NRM
–	THUNDER WAVE	ELC



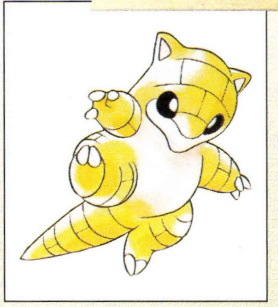
AREA



EVOLUTION

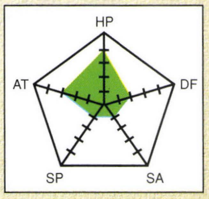
PIKACHU → RAICHU THUNDER STONE

#27 SANDSHREW



FIND	CATCH	TYPE
●		GROUND
●	●	–

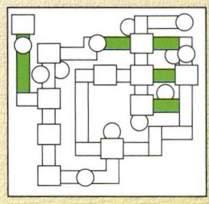
STATS



ABILITY

Level	Attack	Type
–	SCRATCH	NRM
10	SAND-ATTACK	NRM
17	SLASH	NRM
24	POISON STING	PSN
31	SWIFT	NRM
38	FURY SWIPES	NRM

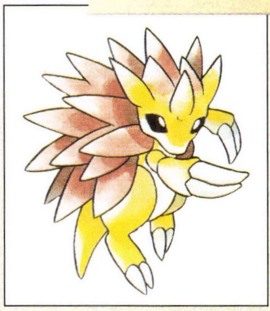
AREA



EVOLUTION

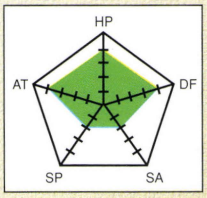
SANDSHREW → SANDSLASH LEV. 22

#28 SANDSLASH



FIND	CATCH	TYPE
●		GROUND
●	●	–

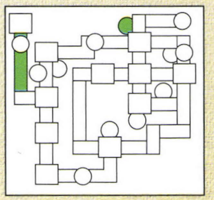
STATS



ABILITY

Level	Attack	Type
–	SCRATCH	NRM
–	SAND-ATTACK	NRM
–	SLASH	NRM
27	POISON STING	PSN
36	SWIFT	NRM
47	FURY SWIPES	NRM

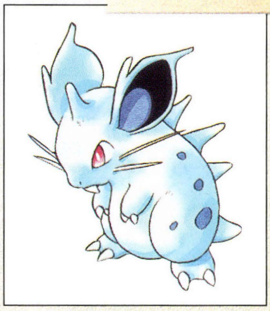
AREA



EVOLUTION

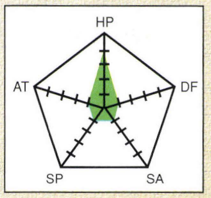
SANDSHREW → SANDSLASH LEV. 22

#29 NIDORAN ♀



FIND	CATCH	TYPE
🔴	🔴	POISON
🔵	🔵	–

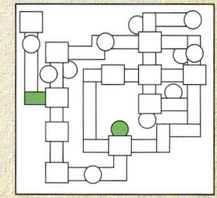
STATS



ABILITY

Level	Attack	Type
–	GROWL	NRM
–	TACKLE	NRM
8	SCRATCH	NRM
14	POISON STING	PSN
21	TAIL WHIP	NRM
29	BITE	NRM
36	FURY SWIPES	NRM
43	DOUBLE KICK	FTG

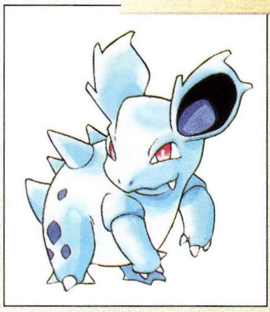
AREA



EVOLUTION

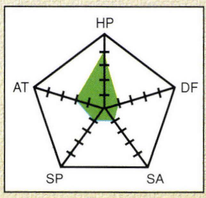
NIDORAN ♀ → NIDORINA LEV. 16 → NIDOQUEEN MOON STONE

#30 NIDORINA



FIND	CATCH	TYPE
🔴	🔴	POISON
🔵	🔵	–

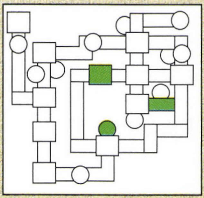
STATS



ABILITY

Level	Attack	Type
–	GROWL	NRM
–	TACKLE	NRM
–	SCRATCH	NRM
14	POISON STING	PSN
23	TAIL WHIP	NRM
32	BITE	NRM
41	FURY SWIPES	NRM
50	DOUBLE KICK	FTG

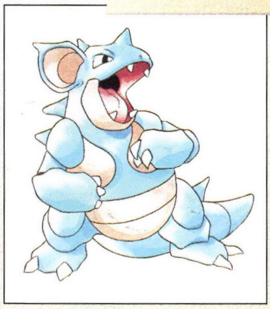
AREA



EVOLUTION

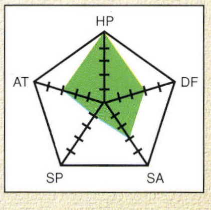
NIDORAN ♀ → NIDORINA LEV. 16 → NIDOQUEEN MOON STONE

#31 NIDOQUEEN



FIND	CATCH	TYPE
🔴	🔴	POISON
🔵	🔵	GROUND

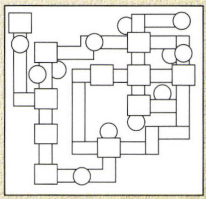
STATS



ABILITY

Level	Attack	Type
–	TACKLE	NRM
–	SCRATCH	NRM
–	TAIL WHIP	NRM
14	POISON STING	PSN
23	BODY SLAM	NRM

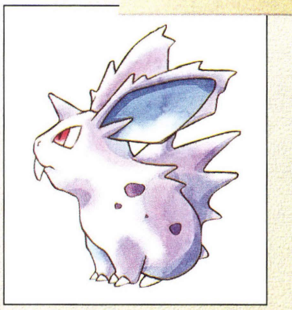
AREA



EVOLUTION

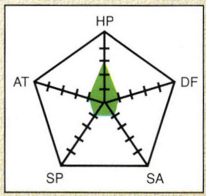
NIDORAN ♀ → NIDORINA LEV. 16 → NIDOQUEEN MOON STONE

#32 NIDORAN ♂



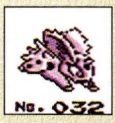
FIND	CATCH	TYPE
🔴	🔴	POISON
🔵	🔵	–

STATS

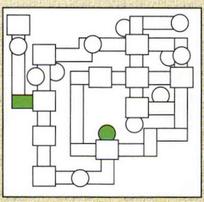


ABILITY

Level	Attack	Type
–	LEER	NRM
–	TACKLE	NRM
8	HORN ATTACK	NRM
14	POISON STING	PSN
21	FOCUS ENERGY	NRM
29	FURY ATTACK	NRM
36	HORN DRILL	NRM
43	DOUBLE KICK	FTG

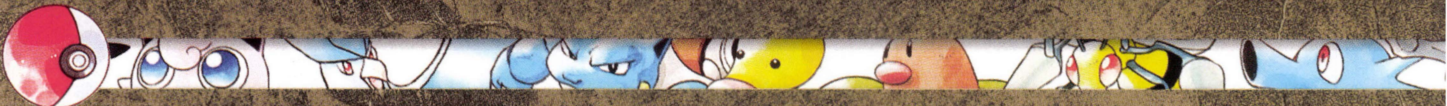


AREA

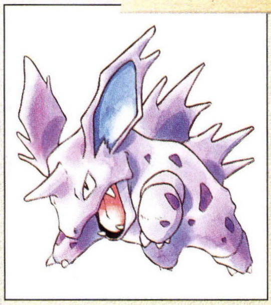


EVOLUTION

NIDORAN ♂ → NIDORINO LEV. 16 → NIDOKING MOON STONE

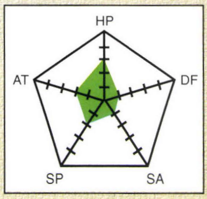


#33 NIDORINO



FIND	CATCH	TYPE
🔴	🔴	POISON
🔵	🔵	–

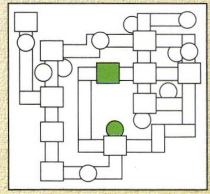
STATS



ABILITY

Level	Attack	Type
–	LEER	NRM
–	TACKLE	NRM
–	HORN ATTACK	NRM
–	POISON STING	PSN
23	FOCUS ENERGY	NRM
32	FURY ATTACK	NRM
41	HORN DRILL	NRM
50	DOUBLE KICK	FTG

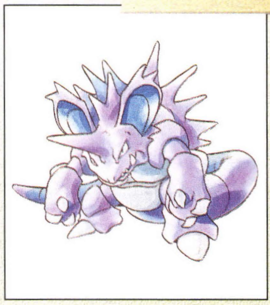
AREA



EVOLUTION

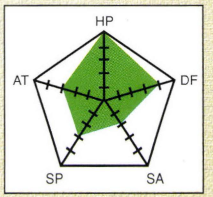
NIDORAN ♂ → NIDORINO LEV. 16 → NIDOKING MOON STONE

#34 NIDOKING



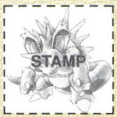
FIND	CATCH	TYPE
🔴	🔴	POISON
🔵	🔵	GROUND

STATS

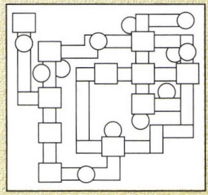


ABILITY

Level	Attack	Type
–	TACKLE	NRM
–	HORN ATTACK	NRM
–	POISON STING	PSN
23	THRASH	NRM



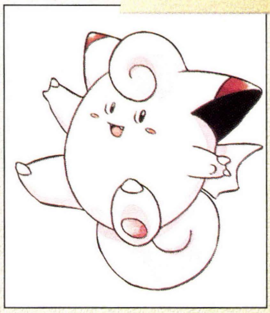
AREA



EVOLUTION

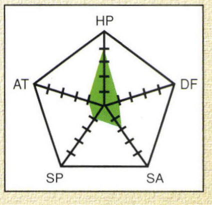
NIDORAN ♂ → NIDORINO LEV. 16 → NIDOKING MOON STONE

#35 CLEFAIRY



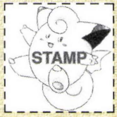
FIND	CATCH	TYPE
🔴	🔴	NORMAL
🔵	🔵	–

STATS

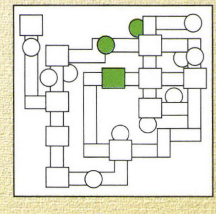


ABILITY

Level	Attack	Type
–	POUND	NRM
–	GROWL	NRM
13	SING	NRM
18	DOUBLESLAP	NRM
24	MINIMIZE	NRM
31	METRONOME	NRM
39	DEFENSE CURL	NRM
48	LIGHT SCREEN	PSY



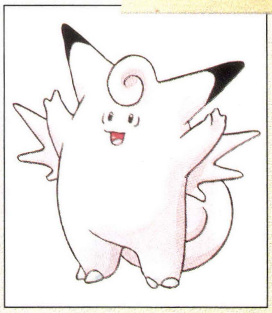
AREA



EVOLUTION

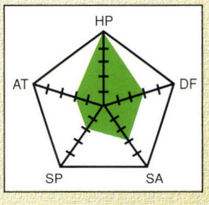
CLEFAIRY → CLEFABLE MOON STONE

#36 CLEFABLE



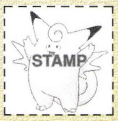
FIND	CATCH	TYPE
🔴	🔴	NORMAL
🔵	🔵	–

STATS

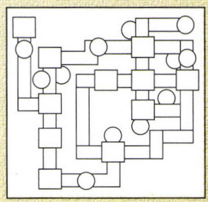


ABILITY

Level	Attack	Type
–	SING	NRM
–	DOUBLESLAP	NRM
–	MINIMIZE	NRM
–	METRONOME	NRM



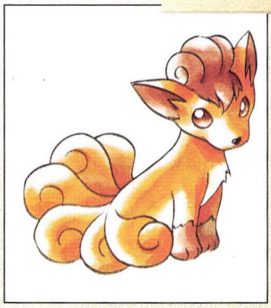
AREA



EVOLUTION

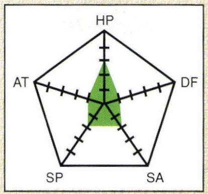
CLEFAIRY → CLEFABLE MOON STONE

#37 VULPIX



Find	Catch	Type
🔴		FIRE
🔵	🔵	–

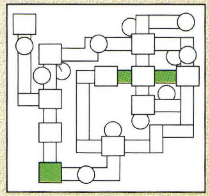
Stats



Ability

Level	Attack	Type
–	EMBER	FIR
–	TAIL WHIP	NRM
16	QUICK ATTACK	NRM
21	ROAR	NRM
28	CONFUSE RAY	GHO
35	FLAMETHROWER	FIR
42	FIRE SPIN	FIR

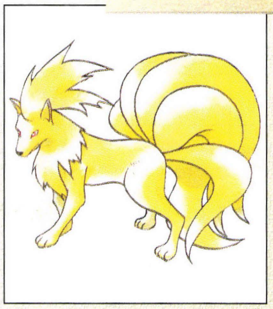
Area



Evolution

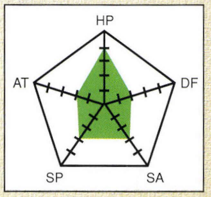
VULPIX → NINETALES FIRE STONE

#38 NINETALES



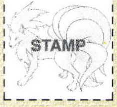
Find	Catch	Type
🔴		FIRE
🔵	🔵	–

Stats

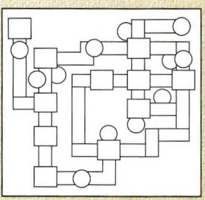


Ability

Level	Attack	Type
–	EMBER	FIR
–	TAIL WHIP	NRM
–	QUICK ATTACK	NRM
–	ROAR	NRM



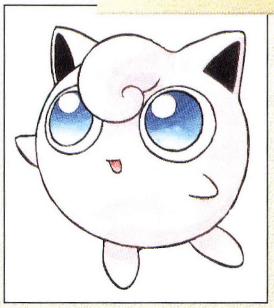
Area



Evolution

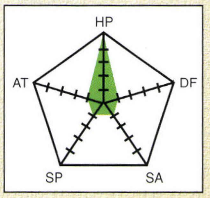
VULPIX → NINETALES FIRE STONE

#39 JIGGLYPUFF



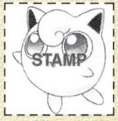
Find	Catch	Type
🔴	🔴	NORMAL
🔵	🔵	–

Stats

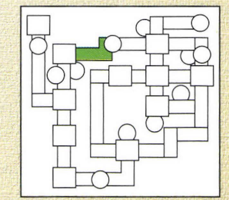


Ability

Level	Attack	Type
–	SING	NRM
9	POUND	NRM
14	DISABLE	NRM
19	DEFENSE CURL	NRM
24	DOUBLESLAP	NRM
29	REST	PSY
34	BODY SLAM	NRM
39	DOUBLE-EDGE	NRM



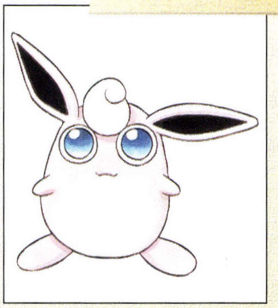
Area



Evolution

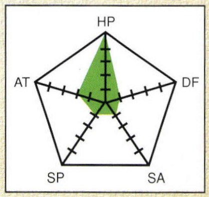
JIGGLYPUFF → WIGGLYTUFF MOON STONE

#40 WIGGLYTUFF



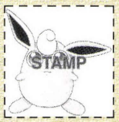
Find	Catch	Type
🔴	🔴	NORMAL
🔵	🔵	–

Stats

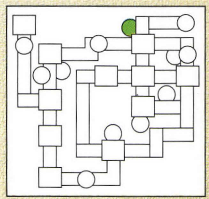


Ability

Level	Attack	Type
–	SING	NRM
–	DISABLE	NRM
–	DEFENSE CURL	NRM
–	DOUBLESLAP	NRM



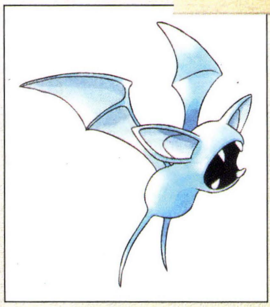
Area



Evolution

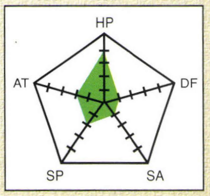
JIGGLYPUFF → WIGGLYTUFF MOON STONE

#41 ZUBAT



FIND	CATCH	TYPE
●	●	POISON
●	●	FLYING

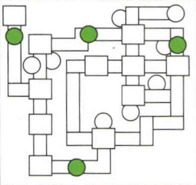
STATS



ABILITY

Level	Attack	Type
–	LEECH LIFE	BUG
10	SUPERSONIC	NRM
15	BITE	NRM
21	CONFUSE RAY	GHO
28	WING ATTACK	FLY
36	HAZE	ICE

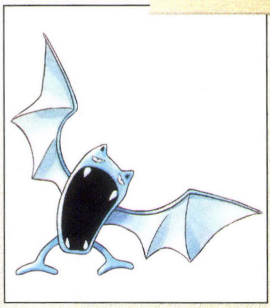
AREA



EVOLUTION

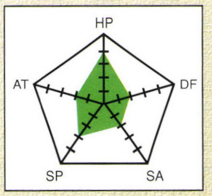
ZUBAT → GOLBAT LEV. 22

#42 GOLBAT



FIND	CATCH	TYPE
●	●	POISON
●	●	FLYING

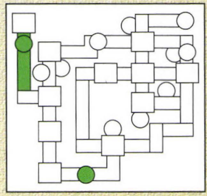
STATS



ABILITY

Level	Attack	Type
–	LEECH LIFE	BUG
–	SCREECH	NRM
–	BITE	NRM
–	CONFUSE RAY	GHO
32	WING ATTACK	FLY
43	HAZE	ICE

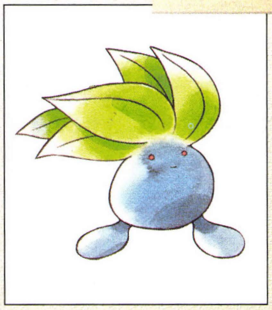
AREA



EVOLUTION

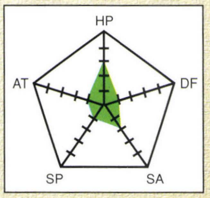
ZUBAT → GOLBAT LEV. 22

#43 ODDISH



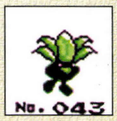
FIND	CATCH	TYPE
●	●	GRASS
●		POISON

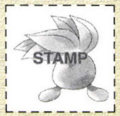
STATS



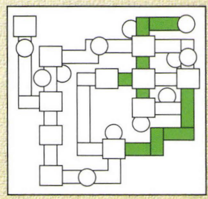
ABILITY

Level	Attack	Type
–	ABSORB	GRS
15	POISON POWDER	PSN
17	STUN SPORE	GRS
19	SLEEP POWDER	GRS
24	ACID	PSN
33	PETAL DANCE	GRS
46	SOLAR BEAM	GRS





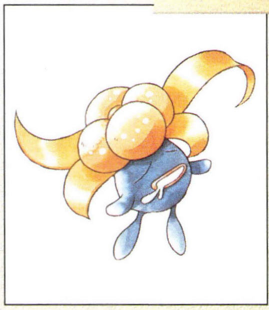
AREA



EVOLUTION

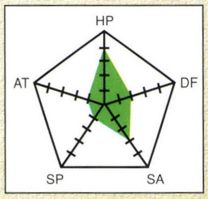
ODDISH → GLOOM LEV. 21 → VILEPLUME LEAF STONE

#44 GLOOM



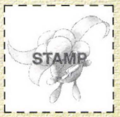
FIND	CATCH	TYPE
●	●	GRASS
●		POISON

STATS

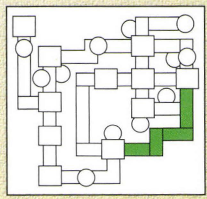


ABILITY

Level	Attack	Type
–	ABSORB	GRS
–	POISON POWDER	PSN
–	STUN SPORE	GRS
–	SLEEP POWDER	GRS
28	ACID	PSN
38	PETAL DANCE	GRS
52	SOLAR BEAM	GRS



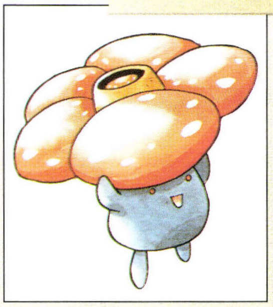
AREA



EVOLUTION

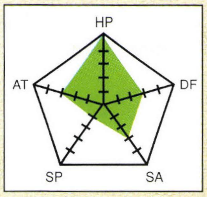
ODDISH → GLOOM LEV. 21 → VILEPLUME LEAF STONE

#45 VILEPLUME



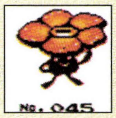
FIND	CATCH	TYPE
🔴	🔴	GRASS
🔵		POISON

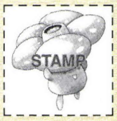
STATS



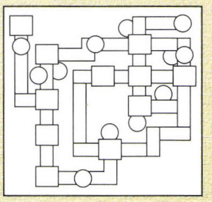
ABILITY

Level	Attack	Type
–	POISON POWDER	PSN
–	STUN SPORE	GRS
–	SLEEP POWDER	GRS





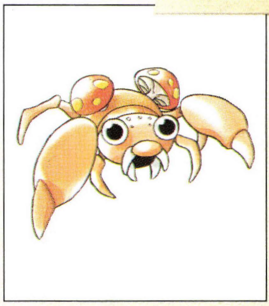
AREA



EVOLUTION

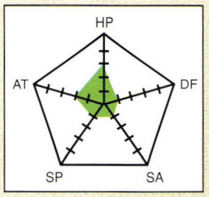
ODDISH → GLOOM LEV. 21 → VILEPLUME LEAF STONE

#46 PARAS



FIND	CATCH	TYPE
🔴	🔴	BUG
🔵	🔵	GRASS

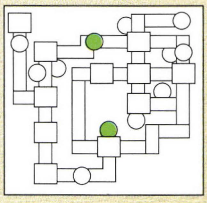
STATS



ABILITY

Level	Attack	Type
–	SCRATCH	NRM
13	STUN SPORE	GRS
20	LEECH LIFE	BUG
27	SPORE	GRS
34	SLASH	NRM
41	GROWTH	NRM

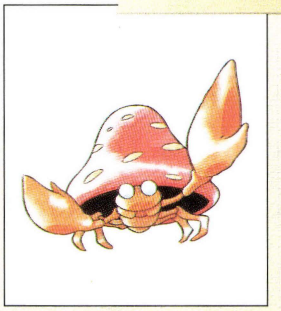
AREA



EVOLUTION

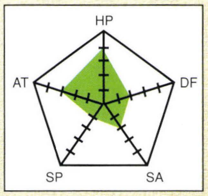
PARAS → PARASECT LEV. 24

#47 PARASECT



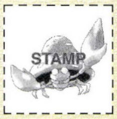
FIND	CATCH	TYPE
🔴	🔴	BUG
🔵	🔵	GRASS

STATS

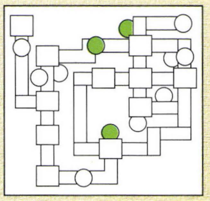


ABILITY

Level	Attack	Type
–	SCRATCH	NRM
–	STUN SPORE	GRS
–	LEECH LIFE	BUG
30	SPORE	GRS
39	SLASH	NRM
48	GROWTH	NRM



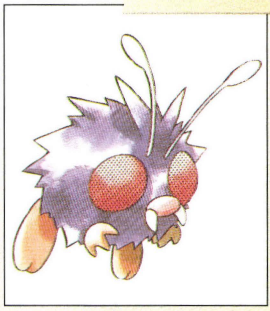
AREA



EVOLUTION

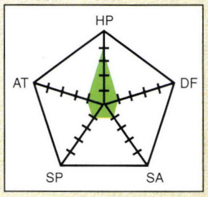
PARAS → PARASECT LEV. 24

#48 VENONAT



FIND	CATCH	TYPE
🔴	🔴	BUG
🔵	🔵	POISON

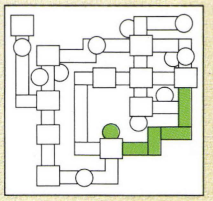
STATS



ABILITY

Level	Attack	Type
–	TACKLE	NRM
–	DISABLE	NRM
24	POISON POWDER	PSN
27	LEECH LIFE	BUG
30	STUN SPORE	GRS
35	PSYBEAM	PSY
38	SLEEP POWDER	GRS
43	PSYCHIC	PSY

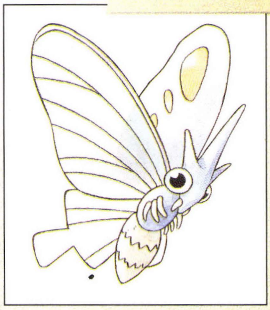
AREA



EVOLUTION

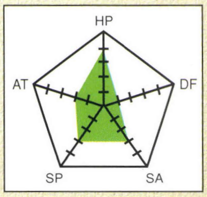
VENONAT → VENOMOTH LEV. 31

#49 VENOMOTH



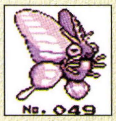
FIND	CATCH	TYPE
🔴	🔴	BUG
🔵	🔵	POISON

STATS

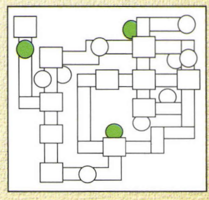


ABILITY

Level	Attack	Type
–	TACKLE	NRM
–	DISABLE	NRM
–	POISON POWDER	PSN
–	LEECH LIFE	BUG
–	STUN SPORE	GRS
38	PSYBEAM	PSY
43	SLEEP POWDER	GRS
50	PSYCHIC	PSY



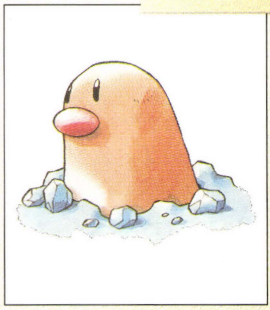
AREA



EVOLUTION

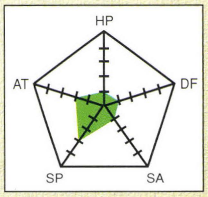
VENONAT → VENOMOTH LEV. 31

#50 DIGLETT



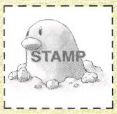
FIND	CATCH	TYPE
🔴	🔴	GROUND
🔵	🔵	–

STATS

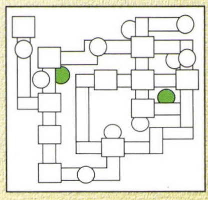


ABILITY

Level	Attack	Type
–	SCRATCH	NRM
15	GROWL	NRM
19	DIG	GRD
24	SAND-ATTACK	NRM
31	SLASH	NRM
40	EARTHQUAKE	GRD



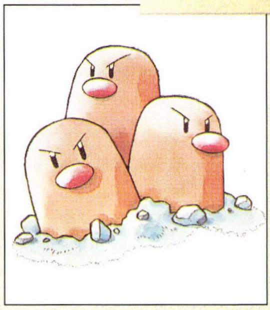
AREA



EVOLUTION

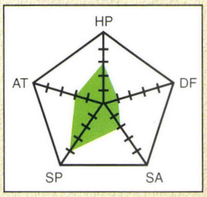
DIGLETT → DUGTRIO LEV. 26

#51 DUGTRIO



FIND	CATCH	TYPE
🔴	🔴	GROUND
🔵	🔵	–

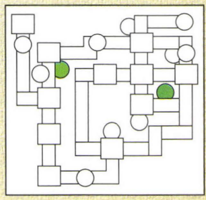
STATS



ABILITY

Level	Attack	Type
–	SCRATCH	NRM
–	GROWL	NRM
–	DIG	GRD
–	SAND-ATTACK	NRM
35	SLASH	NRM
47	EARTHQUAKE	GRD

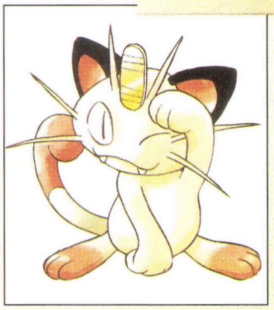
AREA



EVOLUTION

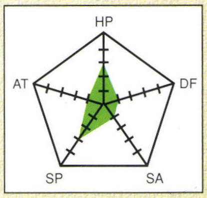
DIGLETT → DUGTRIO LEV. 26

#52 MEOWTH



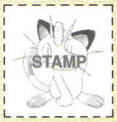
FIND	CATCH	TYPE
🔴		NORMAL
🔵	🔵	–

STATS

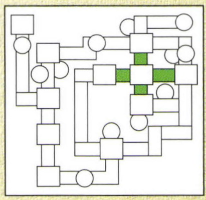


ABILITY

Level	Attack	Type
–	SCRATCH	NRM
–	GROWL	NRM
12	BITE	NRM
17	PAY DAY	NRM
24	SCREECH	NRM
33	FURY SWIPES	NRM
44	SLASH	NRM



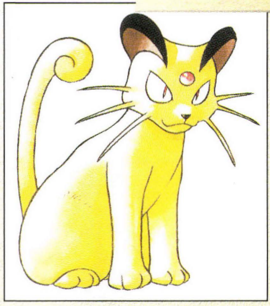
AREA



EVOLUTION

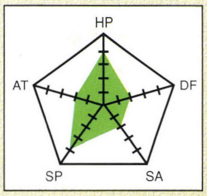
MEOWTH → PERSIAN LEV. 28

#53 PERSIAN



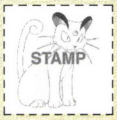
FIND	CATCH	TYPE
🔴		NORMAL
🔵	🔵	–

STATS

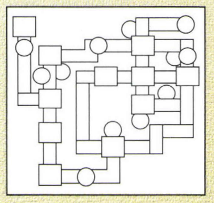


ABILITY

Level	Attack	Type
–	SCRATCH	NRM
–	GROWL	NRM
–	BITE	NRM
–	PAY DAY	NRM
–	SCREECH	NRM
37	FURY SWIPES	NRM
51	SLASH	NRM



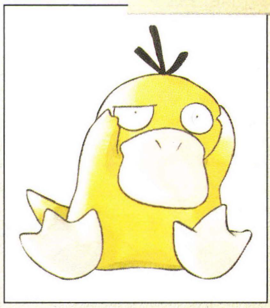
AREA



EVOLUTION

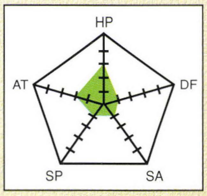
MEOWTH → PERSIAN LEV. 28

#54 PSYDUCK



FIND	CATCH	TYPE
🔴	🔴	WATER
🔵	🔵	–

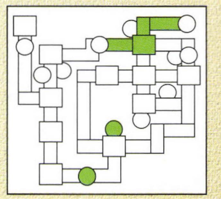
STATS



ABILITY

Level	Attack	Type
–	SCRATCH	NRM
28	TAIL WHIP	NRM
31	DISABLE	NRM
36	CONFUSION	PSY
43	FURY SWIPES	NRM
52	HYDRO PUMP	WTR

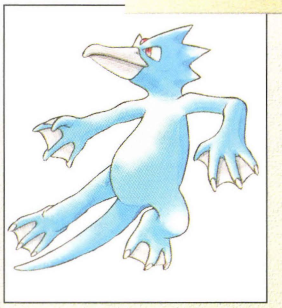
AREA



EVOLUTION

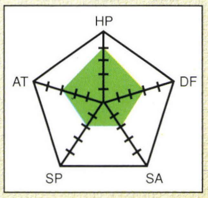
PSYDUCK → GOLDUCK LEV. 33

#55 GOLDUCK



FIND	CATCH	TYPE
🔴	🔴	WATER
🔵	🔵	–

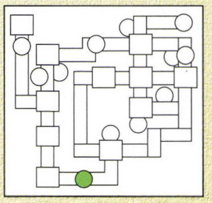
STATS



ABILITY

Level	Attack	Type
–	SCRATCH	NRM
–	TAIL WHIP	NRM
–	DISABLE	NRM
39	CONFUSION	PSY
48	FURY SWIPES	NRM
59	HYDRO PUMP	WTR

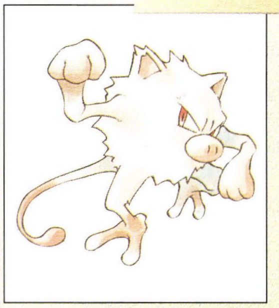
AREA



EVOLUTION

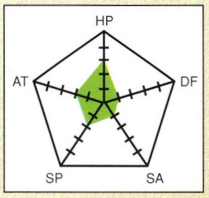
PSYDUCK → GOLDUCK LEV. 33

#56 MANKEY



FIND	CATCH	TYPE
🔴	🔴	FIGHTING
🔵		–

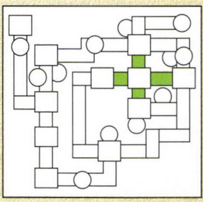
STATS



ABILITY

Level	Attack	Type
–	SCRATCH	NRM
–	LEER	NRM
15	KARATE CHOP	NRM
21	FURY ATTACK	NRM
27	FOCUS ENERGY	NRM
33	SEISMIC TOSS	FTG
39	THRASH	NRM

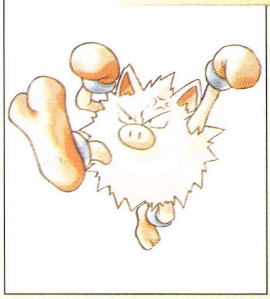
AREA



EVOLUTION

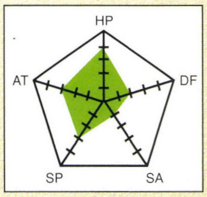
MANKEY → PRIMEAPE LEV. 28

#57 PRIMEAPE



FIND	CATCH	TYPE
●	●	FIGHTING
●		–

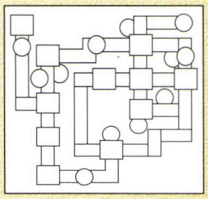
STATS



ABILITY

Level	Attack	Type
–	SCRATCH	NRM
–	LEER	NRM
–	KARATE CHOP	NRM
–	FURY ATTACK	NRM
–	FOCUS ENERGY	NRM
37	SEISMIC TOSS	FTG
46	THRASH	NRM

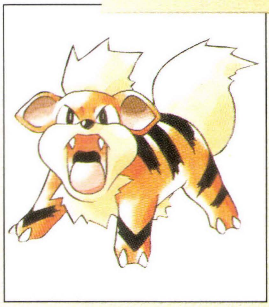
AREA



EVOLUTION

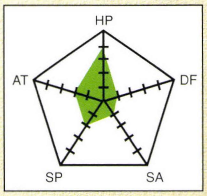
MANKEY → PRIMEAPE LEV. 28

#58 GROWLITHE



FIND	CATCH	TYPE
●	●	FIRE
●		–

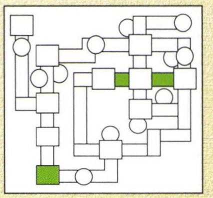
STATS



ABILITY

Level	Attack	Type
–	BITE	NRM
–	ROAR	NRM
18	EMBER	FIR
23	LEER	NRM
30	TAKE DOWN	NRM
39	AGILITY	PSY
50	FLAMETHROWER	FIR

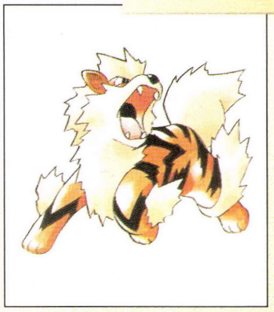
AREA



EVOLUTION

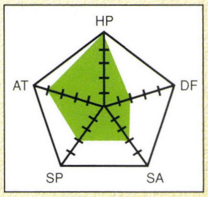
GROWLITHE → ARCANINE FIRE STONE

#59 ARCANINE



FIND	CATCH	TYPE
●	●	FIRE
●		–

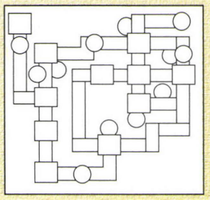
STATS



ABILITY

Level	Attack	Type
–	ROAR	NRM
–	EMBER	FIR
–	LEER	NRM
–	TAKE DOWN	NRM

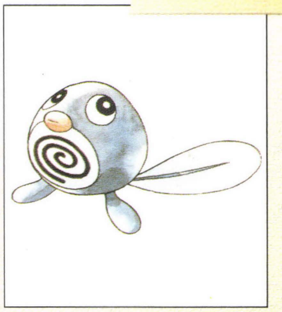
AREA



EVOLUTION

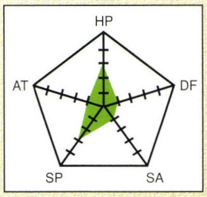
GROWLITHE → ARCANINE FIRE STONE

#60 POLIWAG



FIND	CATCH	TYPE
●	●	WATER
●	●	–

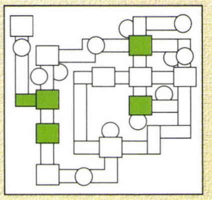
STATS



ABILITY

Level	Attack	Type
–	BUBBLE	WTR
16	HYPNOSIS	PSY
19	WATER GUN	WTR
25	DOUBLESLAP	NRM
31	BODY SLAM	NRM
38	AMNESIA	PSY
45	HYDRO PUMP	WTR

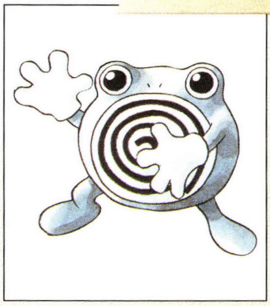
AREA



EVOLUTION

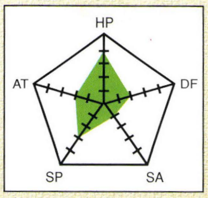
POLIWAG → POLIWHIRL LEV. 25 → POLIWRATH WATER STONE

#61 POLIWHIRL



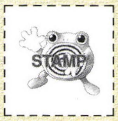
Find	Catch	Type
🔴	🔴	WATER
🔵	🔵	–

Stats

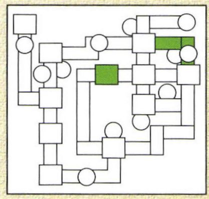


Ability

Level	Attack	Type
–	BUBBLE	WTR
–	HYPNOSIS	PSY
–	WATER GUN	WTR
26	DOUBLESLAP	NRM
33	BODY SLAM	NRM
41	AMNESIA	PSY
49	HYDRO PUMP	WTR



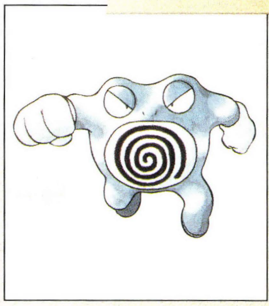
Area



Evolution

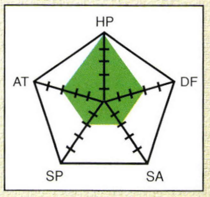
POLIWAG → POLIWHIRL LEV. 25 → POLIWRATH WATER STONE

#62 POLIWRATH



Find	Catch	Type
🔴	🔴	WATER
🔵	🔵	FIGHTING

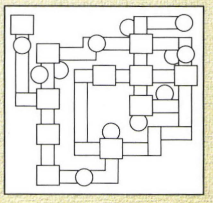
Stats



Ability

Level	Attack	Type
–	DOUBLESLAP	NRM
–	BODY SLAM	NRM
–	HYPNOSIS	PSY
–	WATER GUN	WTR

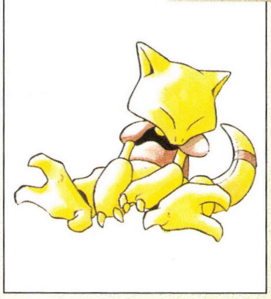
Area



Evolution

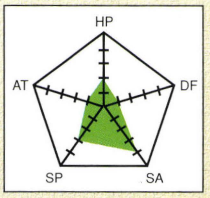
POLIWAG → POLIWHIRL LEV. 25 → POLIWRATH WATER STONE

#63 ABRA



Find	Catch	Type
🔴	🔴	PSYCHIC
🔵	🔵	–

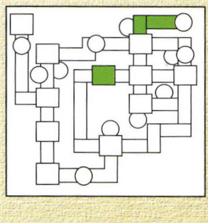
Stats



Ability

Level	Attack	Type
–	TELEPORT	PSY

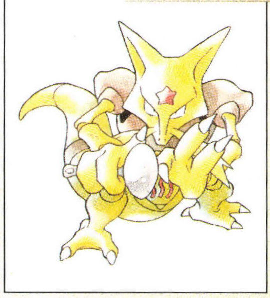
Area



Evolution

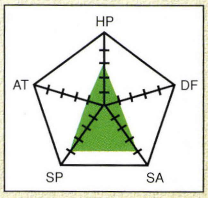
ABRA → KADABRA LEV. 16 → ALAKAZAM TRADE

#64 KADABRA



Find	Catch	Type
🔴	🔴	PSYCHIC
🔵	🔵	–

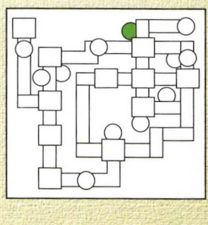
Stats



Ability

Level	Attack	Type
–	TELEPORT	PSY
–	CONFUSION	PSY
20	DISABLE	NRM
27	PSYBEAM	PSY
31	RECOVER	NRM
38	PSYCHIC	PSY
42	REFLECT	PSY

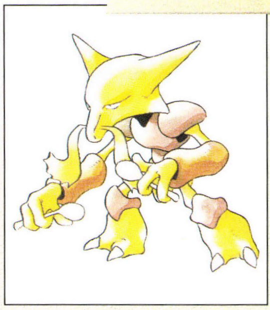
Area



Evolution

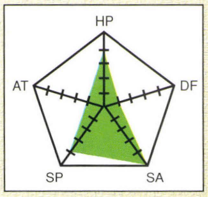
ABRA → KADABRA LEV. 16 → ALAKAZAM TRADE

#65 ALAKAZAM



FIND	CATCH	TYPE
●	●	PSYCHIC
●	●	–

STATS

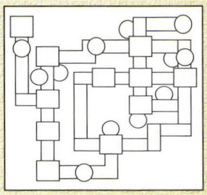


ABILITY

Level	Attack	Type
–	TELEPORT	PSY
–	CONFUSION	PSY
20	DISABLE	NRM
27	PSYBEAM	PSY
31	RECOVER	NRM
38	PSYCHIC	PSY
42	REFLECT	PSY

STAMP

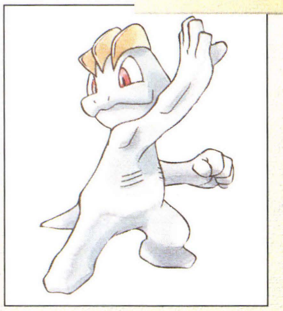
AREA



EVOLUTION

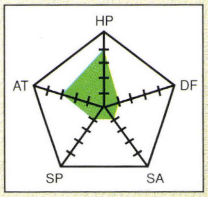
ABRA → KADABRA LEV. 16 → ALAKAZAM TRADE

#66 MACHOP



FIND	CATCH	TYPE
●	●	FIGHTING
●	●	–

STATS

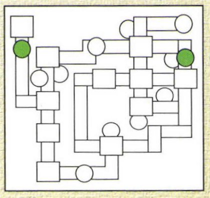


ABILITY

Level	Attack	Type
–	KARATE CHOP	NRM
20	LOW KICK	FTG
25	LEER	NRM
32	FOCUS ENERGY	NRM
39	SEISMIC TOSS	FTG
46	SUBMISSION	FTG

STAMP

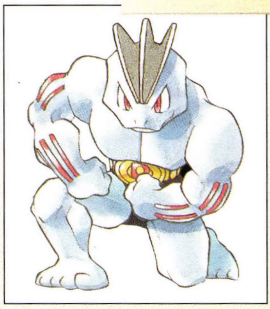
AREA



EVOLUTION

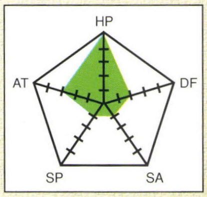
MACHOP → MACHOKE LEV. 28 → MACHAMP TRADE

#67 MACHOKE



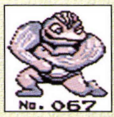
FIND	CATCH	TYPE
●	●	FIGHTING
●	●	–

STATS



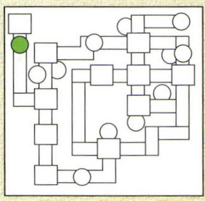
ABILITY

Level	Attack	Type
–	KARATE CHOP	NRM
–	LOW KICK	FTG
–	LEER	NRM
36	FOCUS ENERGY	NRM
44	SEISMIC TOSS	FTG
52	SUBMISSION	FTG



STAMP

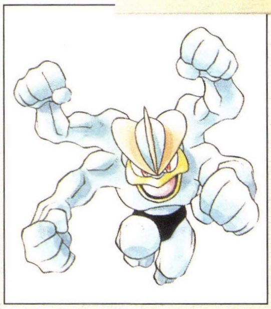
AREA



EVOLUTION

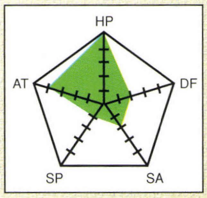
MACHOP → MACHOKE LEV. 28 → MACHAMP TRADE

#68 MACHAMP



FIND	CATCH	TYPE
●	●	FIGHTING
●	●	–

STATS

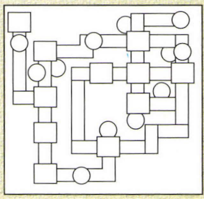


ABILITY

Level	Attack	Type
–	KARATE CHOP	NRM
–	LOW KICK	FTG
–	LEER	NRM
36	FOCUS ENERGY	NRM
44	SEISMIC TOSS	FTG
52	SUBMISSION	FTG

STAMP

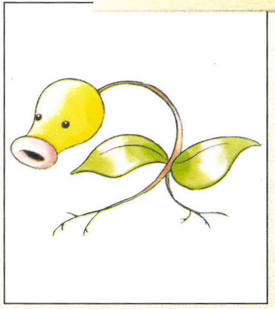
AREA



EVOLUTION

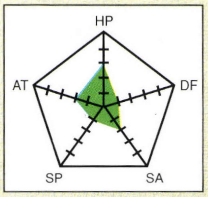
MACHOP → MACHOKE LEV. 28 → MACHAMP TRADE

#69 BELLSPROUT



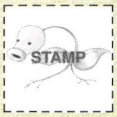
FIND	CATCH	TYPE
🔴		GRASS
🔵	🔵	POISON

STATS

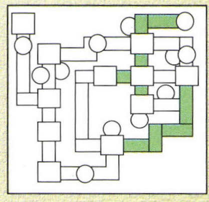


ABILITY

Level	Attack	Type
–	VINE WHIP	GRS
–	GROWTH	NRM
13	WRAP	NRM
15	POISON POWDER	PSN
18	SLEEP POWDER	GRS
21	STUN SPORE	GRS
26	ACID	PSN
33	RAZOR LEAF	GRS
42	SLAM	NRM



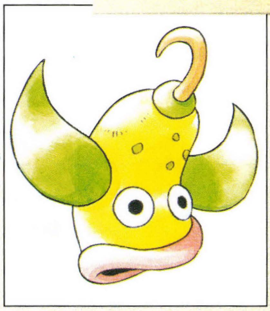
AREA



EVOLUTION

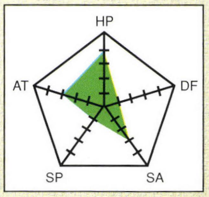
BELLSPROUT → WEEPINBELL LEV. 21 → VICTREEBEL LEAF STONE

#70 WEEPINBELL



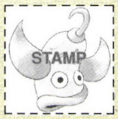
FIND	CATCH	TYPE
🔴		GRASS
🔵	🔵	POISON

STATS

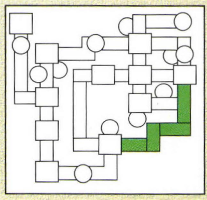


ABILITY

Level	Attack	Type
–	VINE WHIP	GRS
–	GROWTH	NRM
–	WRAP	NRM
–	POISONPOWDER	PSN
–	SLEEP POWDER	GRS
23	STUN SPORE	GRS
29	ACID	PSN
38	RAZOR LEAF	GRS
49	SLAM	NRM



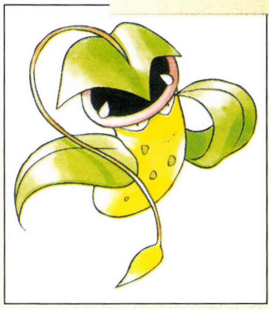
AREA



EVOLUTION

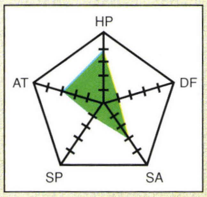
BELLSPROUT → WEEPINBELL LEV. 21 → VICTREEBEL LEAF STONE

#71 VICTREEBEL



FIND	CATCH	TYPE
🔴		GRASS
🔵	🔵	POISON

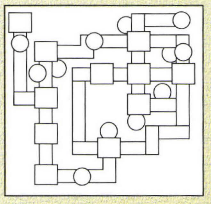
STATS



ABILITY

Level	Attack	Type
–	WRAP	NRM
–	POISON POWDER	PSN
–	SLEEP POWDER	GRS

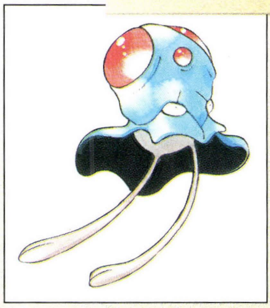
AREA



EVOLUTION

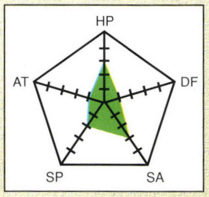
BELLSPROUT → WEEPINBELL LEV. 21 → VICTREEBEL LEAF STONE

#72 TENTACOOL



FIND	CATCH	TYPE
🔴	🔴	WATER
🔵	🔵	POISON

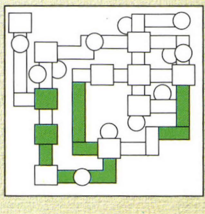
STATS



ABILITY

Level	Attack	Type
–	ACID	NRM
7	SUPERSONIC	NRM
13	WRAP	NRM
18	POISON STING	PSN
22	WATER GUN	WTR
27	CONSTRICT	NRM
33	BARRIER	PSY
40	SCREECH	NRM
48	HYDRO PUMP	WTR

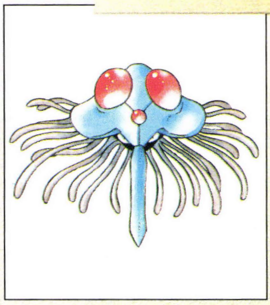
AREA



EVOLUTION

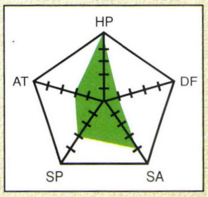
TENTACOOL → TENTACRUEL LEV. 30

#73 TENTACRUEL



FIND	CATCH	TYPE
●	●	WATER
●	●	POISON

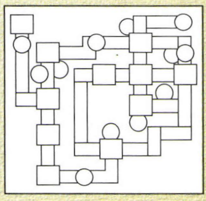
STATS



ABILITY

Level	Attack	Type
–	ACID	PSN
–	SUPERSONIC	NRM
–	WRAP	NRM
–	POISON STING	PSN
–	WATER GUN	WTR
–	CONSTRICT	NRM
35	BARRIER	PSY
43	SCREECH	NRM
50	HYDRO PUMP	WTR

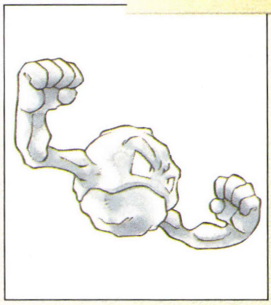
AREA



EVOLUTION

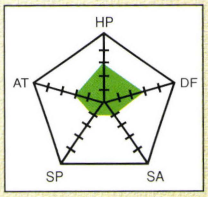
TENTACOOL → TENTACRUEL LEV. 30

#74 GEODUDE



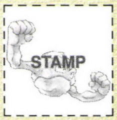
FIND	CATCH	TYPE
●	●	ROCK
●	●	GROUND

STATS

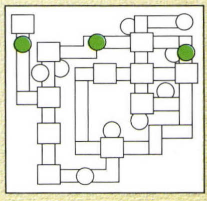


ABILITY

Level	Attack	Type
–	TACKLE	NRM
11	DEFENSE CURL	NRM
16	ROCK THROW	RCK
21	SELF DESTRUCT	NRM
26	HARDEN	NRM
31	EARTHQUAKE	GRD
36	EXPLOSION	NRM



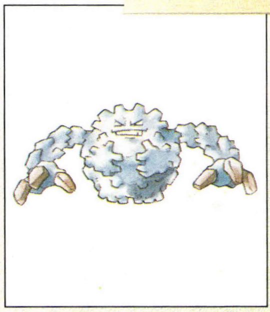
AREA



EVOLUTION

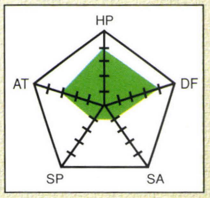
GEODUDE → GRAVELER LEV. 25 → GOLEM TRADE

#75 GRAVELER



FIND	CATCH	TYPE
●	●	ROCK
●	●	GROUND

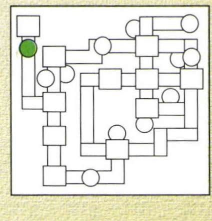
STATS



ABILITY

Level	Attack	Type
–	TACKLE	NRM
–	DEFENSE CURL	NRM
–	ROCK THROW	RCK
–	SELF DESTRUCT	NRM
29	HARDEN	NRM
36	EARTHQUAKE	GRD
43	EXPLOSION	NRM

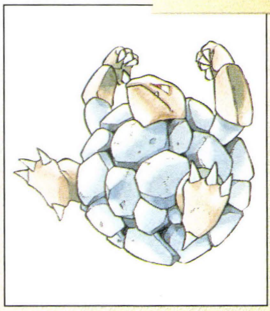
AREA



EVOLUTION

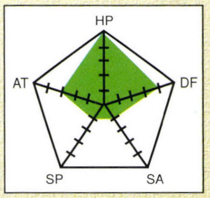
GEODUDE → GRAVELER LEV. 25 → GOLEM TRADE

#76 GOLEM



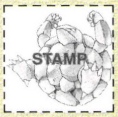
FIND	CATCH	TYPE
●	●	ROCK
●	●	GROUND

STATS

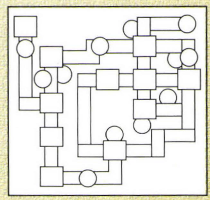


ABILITY

Level	Attack	Type
–	TACKLE	NRM
–	DEFENSE CURL	NRM
–	ROCK THROW	RCK
–	SELF DESTRUCT	NRM
29	HARDEN	NRM
36	EARTHQUAKE	GRD
43	EXPLOSION	NRM



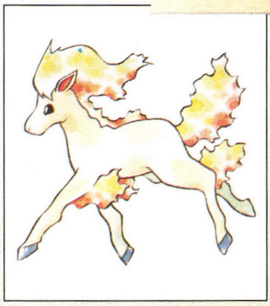
AREA



EVOLUTION

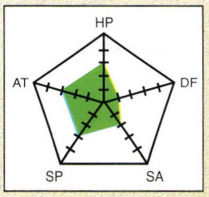
GEODUDE → GRAVELER LEV. 25 → GOLEM TRADE

#77 PONYTA



Find	Catch	Type
●	●	FIRE
●	●	–

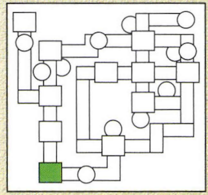
Stats



Ability

Level	Attack	Type
–	EMBER	FIR
30	TAIL WHIP	NRM
32	STOMP	NRM
35	GROWL	NRM
39	FIRE SPIN	FIR
43	TAKE DOWN	NRM
48	AGILITY	PSY

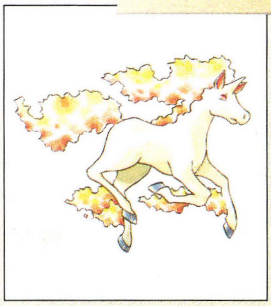
Area



Evolution

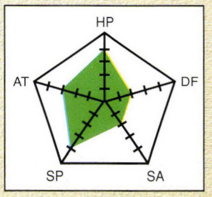
PONYTA → RAPIDASH LEV. 40

#78 RAPIDASH



Find	Catch	Type
●	●	FIRE
●	●	–

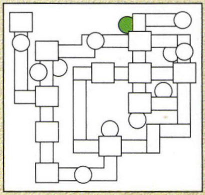
Stats



Ability

Level	Attack	Type
–	EMBER	FIR
–	TAIL WHIP	NRM
–	STOMP	NRM
–	GROWL	NRM
–	FIRE SPIN	FIR
47	TAKE DOWN	NRM
55	AGILITY	PSY

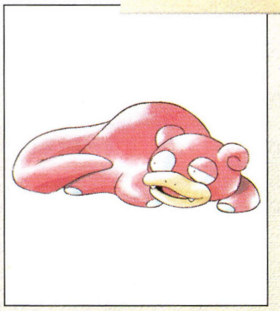
Area



Evolution

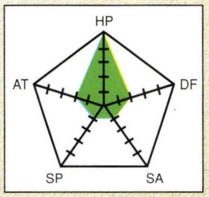
PONYTA → RAPIDASH LEV. 40

#79 SLOWPOKE



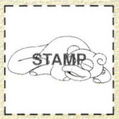
Find	Catch	Type
●	●	WATER
●	●	PSYCHIC

Stats

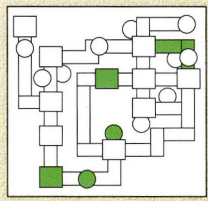


Ability

Level	Attack	Type
–	CONFUSION	PSY
18	DISABLE	NRM
22	HEAD BUTT	NRM
27	GROWL	NRM
33	WATER GUN	WTR
40	AMNESIA	PSY
48	PSYCHIC	PSY



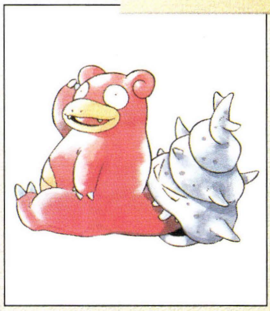
Area



Evolution

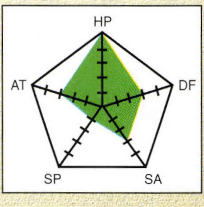
SLOWPOKE → SLOWBRO LEV. 37

#80 SLOWBRO



Find	Catch	Type
●	●	WATER
●	●	PSYCHIC

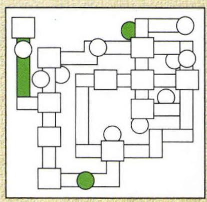
Stats



Ability

Level	Attack	Type
–	CONFUSION	PSY
–	DISABLE	NRM
–	HEAD BUTT	NRM
–	GROWL	NRM
–	WATER GUN	WTR
–	WITHDRAW	WTR
44	AMNESIA	PSY
55	PSYCHIC	PSY

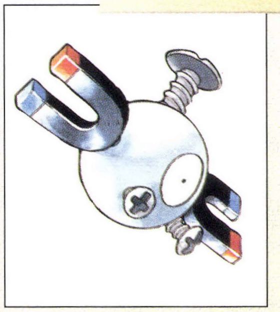
Area



Evolution

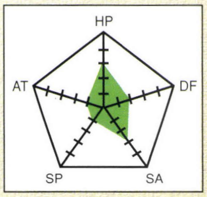
SLOWPOKE → SLOWBRO LEV. 37

#81 MAGNEMITE



Find	Catch	Type
●	●	ELECTRIC
●	●	–

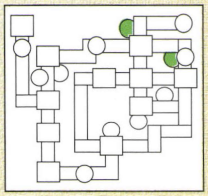
Stats



Ability

Level	Attack	Type
–	TACKLE	NRM
21	SONIC BOOM	NRM
25	THUNDERSHOCK	ELC
29	SUPERSONIC	NRM
35	THUNDER WAVE	ELC
41	SWIFT	NRM
47	SCREECH	NRM

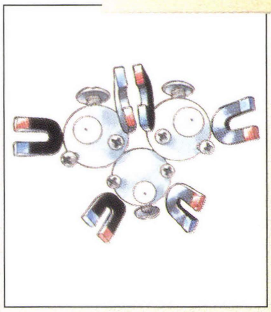
Area



Evolution

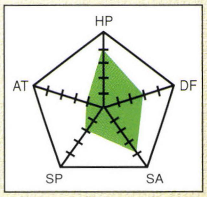
MAGNEMITE → MAGNETON LEV. 30

#82 MAGNETON



Find	Catch	Type
●	●	ELECTRIC
●	●	–

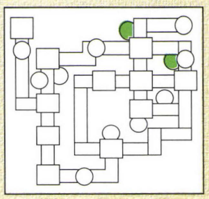
Stats



Ability

Level	Attack	Type
–	TACKLE	NRM
–	SONIC BOOM	NRM
–	THUNDERSHOCK	ELC
–	SUPERSONIC	NRM
38	THUNDER WAVE	ELC
46	SWIFT	NRM
54	SCREECH	NRM

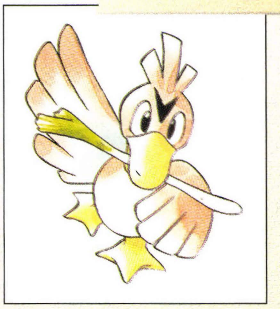
Area



Evolution

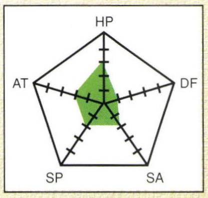
MAGNEMITE → MAGNETON LEV. 30

#83 FARFETCH'D



Find	Catch	Type
●	●	NORMAL
●	●	FLYING

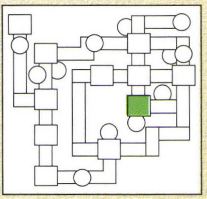
Stats



Ability

Level	Attack	Type
–	PECK	FLY
–	SAND-ATTACK	NRM
7	LEER	NRM
15	FURY ATTACK	NRM
23	SWORDS DANCE	NRM
31	AGILITY	PSY
39	SLASH	NRM

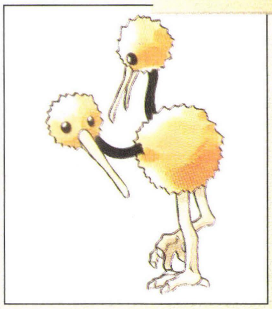
Area



Evolution

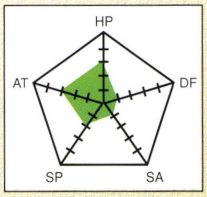
FARFETCH'D

#84 DODUO



Find	Catch	Type
●	●	NORMAL
●	●	FLYING

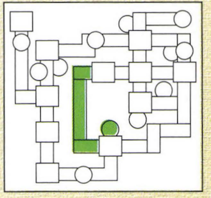
Stats



Ability

Level	Attack	Type
–	PECK	FLY
20	GROWL	NRM
24	FURY ATTACK	NRM
30	DRILL PECK	FLY
36	RAGE	NRM
40	TRI ATTACK	NRM
44	AGILITY	PSY

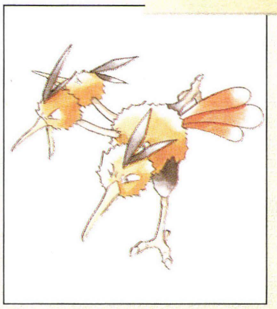
Area



Evolution

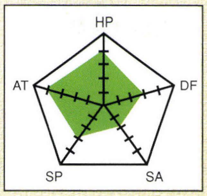
DODUO → DODRIO LEV. 31

#85 DODRIO



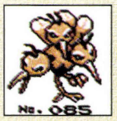
Find	Catch	Type
●	●	NORMAL
●	●	FLYING

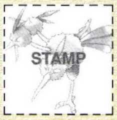
Stats



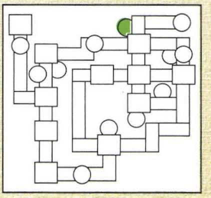
Ability

Level	Attack	Type
–	PECK	FLY
–	GROWL	NRM
–	FURY ATTACK	NRM
–	DRILL PECK	FLY
39	RAGE	NRM
45	TRI ATTACK	NRM
51	AGILITY	PSY





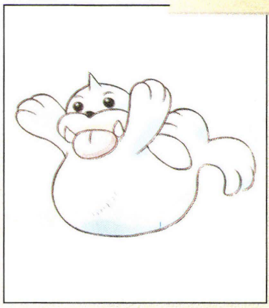
Area



Evolution

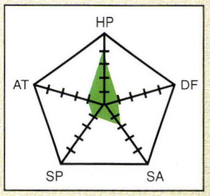
DODUO → DODRIO LEV. 31

#86 SEEL



Find	Catch	Type
●	●	WATER
●	●	–

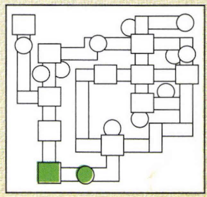
Stats



Ability

Level	Attack	Type
–	HEAD BUTT	NRM
30	GROWL	NRM
35	AURORA BEAM	ICE
40	REST	PSY
45	TAKE DOWN	NRM
50	ICE BEAM	ICE

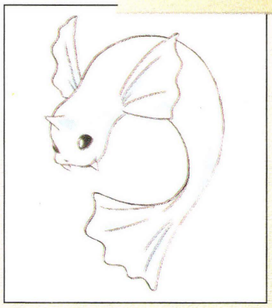
Area



Evolution

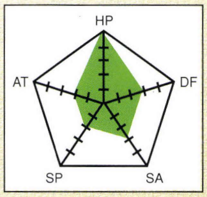
SEEL → DEWGONG LEV. 34

#87 DEWGONG



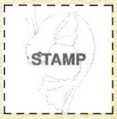
Find	Catch	Type
●	●	WATER
●	●	ICE

Stats

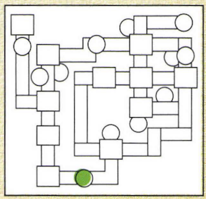


Ability

Level	Attack	Type
–	HEAD BUTT	NRM
–	GROWL	NRM
35	AURORA BEAM	ICE
44	REST	PSY
50	TAKE DOWN	NRM
56	ICE BEAM	ICE



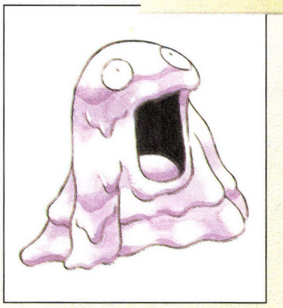
Area



Evolution

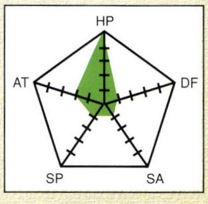
SEEL → DEWGONG LEV. 34

#88 GRIMER



Find	Catch	Type
●	●	POISON
●	●	

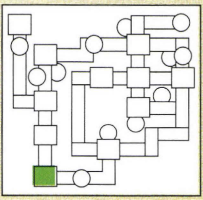
Stats



Ability

Level	Attack	Type
–	POUND	NRM
–	DISABLE	NRM
30	POISON GAS	PSN
33	MINIMIZE	NRM
37	SLUDGE	PSN
42	HARDEN	NRM
48	SCREECH	NRM
55	ACID ARMOR	PSN

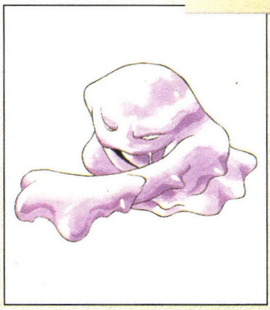
Area



Evolution

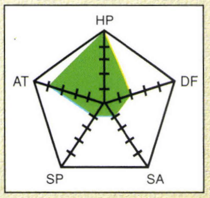
GRIMER → MUK LEV. 38

#89 MUK



FIND	CATCH	TYPE
●	●	POISON
●	●	–

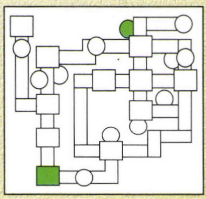
STATS



ABILITY

Level	Attack	Type
–	POUND	NRM
–	DISABLE	NRM
–	POISON GAS	PSN
–	MINIMIZE	NRM
–	SLUDGE	PSN
45	HARDEN	NRM
53	SCREECH	NRM
60	ACID ARMOR	PSN

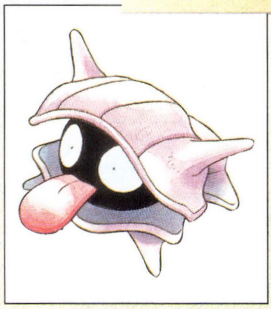
AREA



EVOLUTION

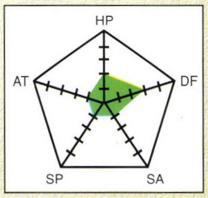
GRIMER → MUK LEV. 38

#90 SHELLDER



FIND	CATCH	TYPE
●	●	WATER
●	●	–

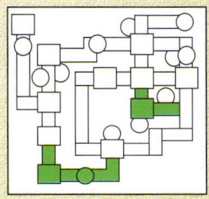
STATS



ABILITY

Level	Attack	Type
–	TACKLE	NRM
–	WITHDRAW	WTR
18	SUPERSONIC	NRM
23	CLAMP	WTR
30	AURORA BEAM	ICE
39	LEER	NRM
50	ICE BEAM	ICE

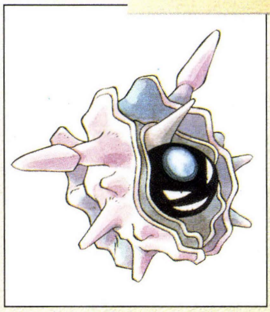
AREA



EVOLUTION

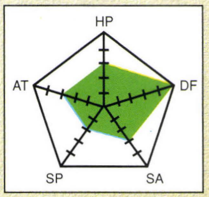
SHELLDER → CLOYSTER WATER STONE

#91 CLOYSTER



FIND	CATCH	TYPE
●	●	WATER
●	●	ICE

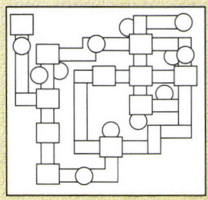
STATS



ABILITY

Level	Attack	Type
–	WITHDRAW	WTR
–	SUPERSONIC	NRM
–	CLAMP	WTR
–	AURORA BEAM	ICE
50	SPIKE CANNON	NRM

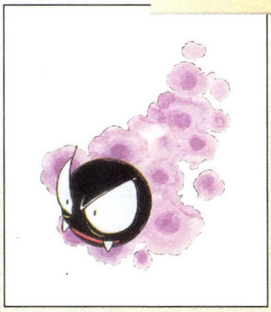
AREA



EVOLUTION

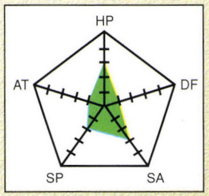
SHELLDER → CLOYSTER WATER STONE

#92 GASTLY



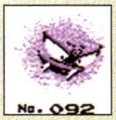
FIND	CATCH	TYPE
●	●	GHOST
●	●	POISON

STATS

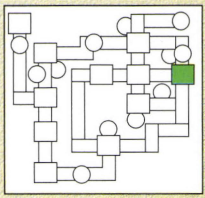


ABILITY

Level	Attack	Type
–	LICK	GHO
–	CONFUSE RAY	GHO
–	NIGHT SHADE	GHO
27	HYPNOSIS	PSY
35	DREAM EATER	PSY



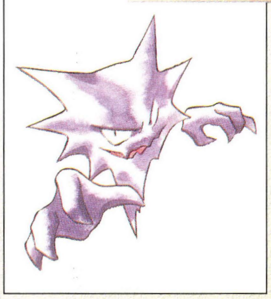
AREA



EVOLUTION

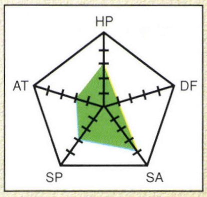
GASTLY → HAUNTER LEV. 25 → GENGAR TRADE

#93 HAUNTER



FIND	CATCH	TYPE
●	●	GHOST
●	●	POISON

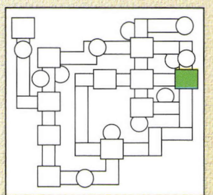
STATS



ABILITY

Level	Attack	Type
–	LICK	GHO
–	CONFUSE RAY	GHO
–	NIGHT SHADE	GHO
29	HYPNOSIS	PSY
38	DREAM EATER	PSY

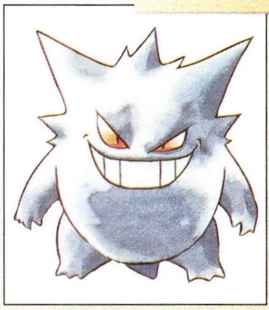
AREA



EVOLUTION

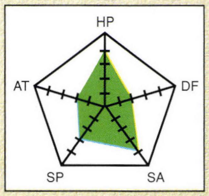
GASTLY → HAUNTER LEV. 25 → GENGAR TRADE

#94 GENGAR



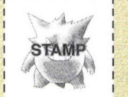
FIND	CATCH	TYPE
●	●	GHOST
●	●	POISON

STATS

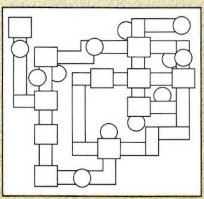


ABILITY

Level	Attack	Type
–	LICK	GHO
–	CONFUSE RAY	GHO
–	NIGHT SHADE	GHO
29	HYPNOSIS	PSY
38	DREAM EATER	PSY



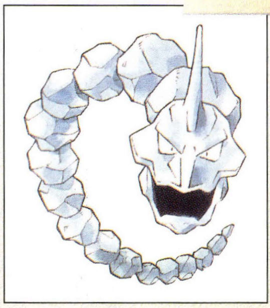
AREA



EVOLUTION

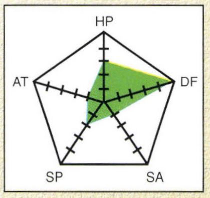
GASTLY → HAUNTER LEV. 25 → GENGAR TRADE

#95 ONIX



FIND	CATCH	TYPE
●	●	ROCK
●	●	GROUND

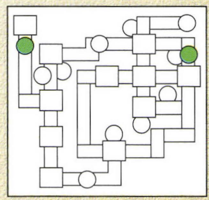
STATS



ABILITY

Level	Attack	Type
–	TACKLE	NRM
–	SCREECH	NRM
15	BIND	NRM
19	ROCK THROW	RCK
25	RAGE	NRM
33	SLAM	NRM
43	HARDEN	NRM

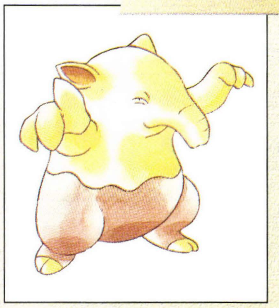
AREA



EVOLUTION

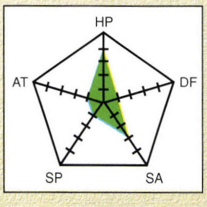
ONIX

#96 DROWZEE



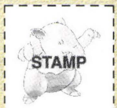
FIND	CATCH	TYPE
●	●	PSYCHIC
●	●	–

STATS

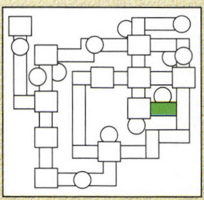


ABILITY

Level	Attack	Type
–	POUND	NRM
–	HYPNOSIS	PSY
12	DISABLE	NRM
17	CONFUSION	PSY
24	HEAD BUTT	NRM
29	POISON GAS	PSN
32	PSYCHIC	PSY
37	MEDITATE	PSY



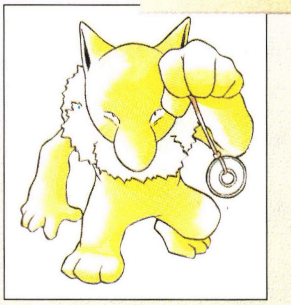
AREA



EVOLUTION

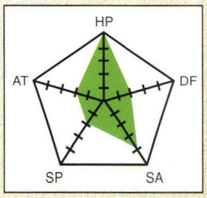
DROWZEE → HYPNO LEV. 26

#97 HYPNO



FIND	CATCH	TYPE
🔴	🔴	PSYCHIC
🔵	🔵	–

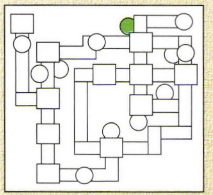
STATS



ABILITY

Level	Attack	Type
–	POUND	NRM
–	HYPNOSIS	PSY
–	DISABLE	NRM
–	CONFUSION	PSY
–	HEAD BUTT	NRM
33	POISON GAS	PSN
37	PSYCHIC	PSY
43	MEDITATE	PSY

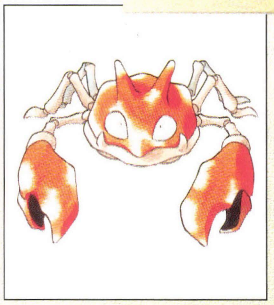
AREA



EVOLUTION

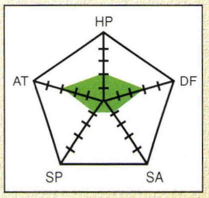
DROWZEE → HYPNO LEV. 26

#98 KRABBY



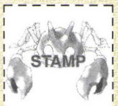
FIND	CATCH	TYPE
🔴	🔴	WATER
🔵	🔵	–

STATS

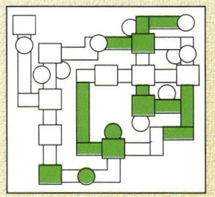


ABILITY

Level	Attack	Type
–	BUBBLE	WTR
–	LEER	NRM
20	VICE GRIP	NRM
25	GUILLOTINE	NRM
30	STOMP	NRM
35	CRAB HAMMER	WTR
40	HARDEN	NRM



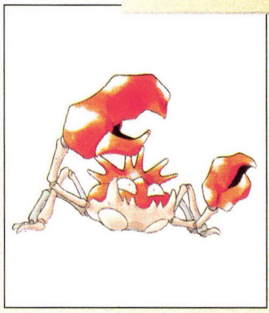
AREA



EVOLUTION

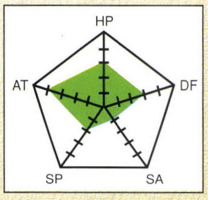
KRABBY → KINGLER LEV. 28

#99 KINGLER



FIND	CATCH	TYPE
🔴	🔴	WATER
🔵	🔵	–

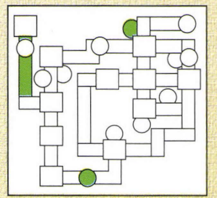
STATS



ABILITY

Level	Attack	Type
–	BUBBLE	WTR
–	LEER	NRM
–	VICE GRIP	NRM
–	GUILLOTINE	NRM
34	STOMP	NRM
42	CRAB HAMMER	WTR
49	HARDEN	NRM

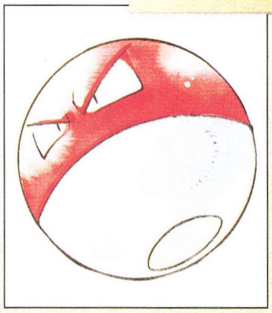
AREA



EVOLUTION

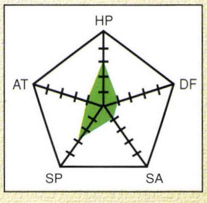
KRABBY → KINGLER LEV. 28

#100 VOLTORB



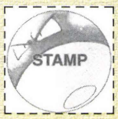
FIND	CATCH	TYPE
🔴	🔴	ELECTRIC
🔵	🔵	–

STATS

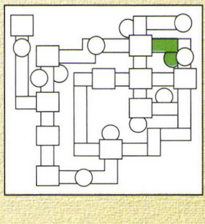


ABILITY

Level	Attack	Type
–	TACKLE	NRM
–	SCREECH	NRM
17	SONIC BOOM	NRM
22	SELF DESTRUCT	NRM
29	LIGHT SCREEN	PSY
36	SWIFT	NRM
43	EXPLOSION	NRM



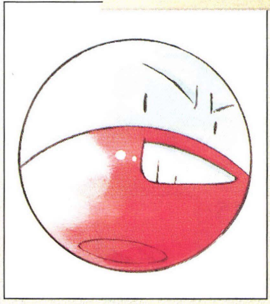
AREA



EVOLUTION

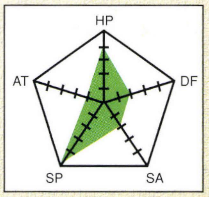
VOLTORB → ELECTRODE LEV. 30

#101 ELECTRODE



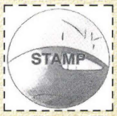
FIND	CATCH	TYPE
●	●	ELECTRIC
●	●	–

STATS

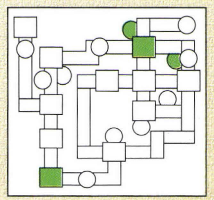


ABILITY

Level	Attack	Type
–	TACKLE	NRM
–	SCREECH	NRM
–	SONIC BOOM	NRM
–	SELF DESTRUCT	NRM
–	LIGHT SCREEN	PSY
40	SWIFT	NRM
50	EXPLOSION	NRM



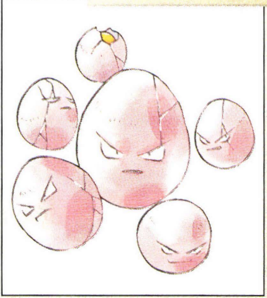
AREA



EVOLUTION

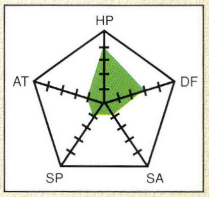
VOLTORB → ELECTRODE LEV. 30

#102 EXEGGCUTE



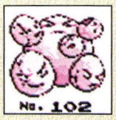
FIND	CATCH	TYPE
●	●	GRASS
●	●	PSYCHIC

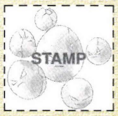
STATS



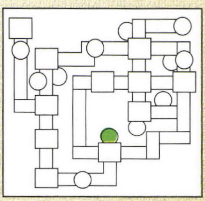
ABILITY

Level	Attack	Type
–	BARRAGE	NRM
–	HYPNOSIS	PSY
25	REFLECT	PSY
28	LEECH SEED	GRS
32	STUN SPORE	GRS
37	POISON POWDER	PSN
42	SOLAR BEAM	GRS
48	SLEEP POWDER	GRS





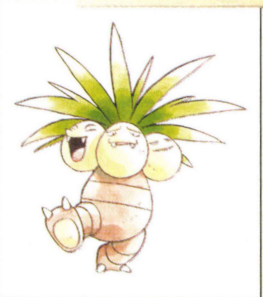
AREA



EVOLUTION

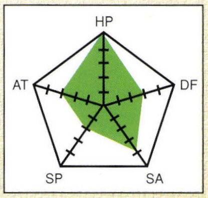
EXEGGCUTE → EXEGGUTOR LEAF STONE

#103 EXEGGUTOR



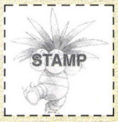
FIND	CATCH	TYPE
●	●	GRASS
●	●	PSYCHIC

STATS

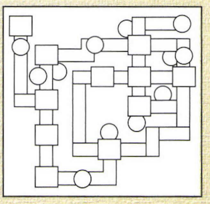


ABILITY

Level	Attack	Type
–	BARRAGE	NRM
–	HYPNOSIS	PSY
28	STOMP	NRM



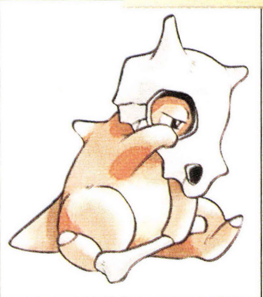
AREA



EVOLUTION

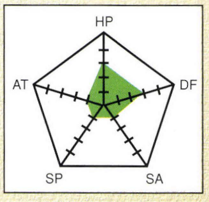
EXEGGCUTE → EXEGGUTOR LEAF STONE

#104 CUBONE



FIND	CATCH	TYPE
●	●	GROUND
●	●	–

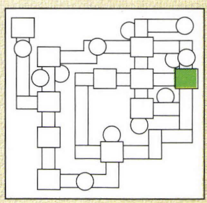
STATS



ABILITY

Level	Attack	Type
–	BONE CLUB	GRD
–	GROWL	NRM
25	LEER	NRM
31	FOCUS ENERGY	NRM
38	THRASH	NRM
43	BONEMERANG	GRD
46	RAGE	NRM

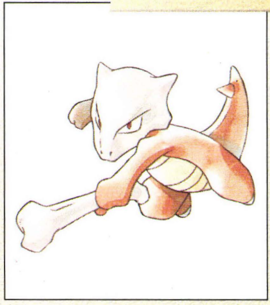
AREA



EVOLUTION

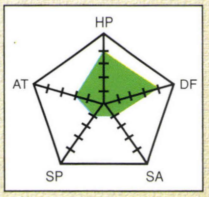
CUBONE → MAROWAK LEV. 28

#105 MAROWAK



FIND	CATCH	TYPE
●	●	GROUND
●	●	–

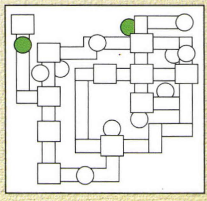
STATS



ABILITY

Level	Attack	Type
–	BONE CLUB	GRD
–	GROWL	NRM
–	LEER	NRM
33	FOCUS ENERGY	NRM
41	THRASH	NRM
48	BONEMERANG	GRD
55	RAGE	NRM

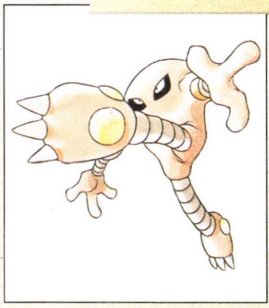
AREA



EVOLUTION

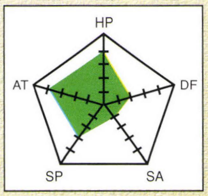
CUBONE → MAROWAK LEV. 28

#106 HITMONLEE



FIND	CATCH	TYPE
●	●	FIGHTING
●	●	–

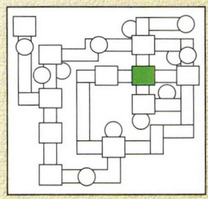
STATS



ABILITY

Level	Attack	Type
–	DOUBLE KICK	FTG
–	MEDITATE	PSY
33	ROLLING KICK	FTG
38	JUMP KICK	FTG
43	FOCUS ENERGY	NRM
48	HI JUMP KICK	FTG
53	MEGA KICK	NRM

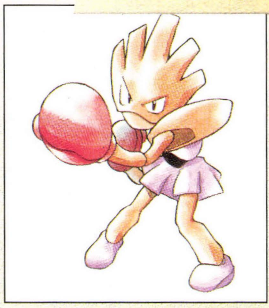
AREA



EVOLUTION

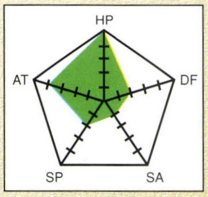
HITMONLEE

#107 HITMONCHAN



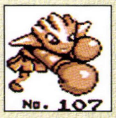
FIND	CATCH	TYPE
●	●	FIGHTING
●	●	–

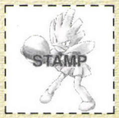
STATS



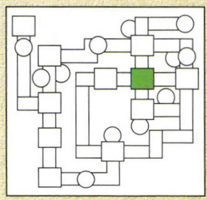
ABILITY

Level	Attack	Type
–	COMET PUNCH	NRM
–	AGILITY	PSY
33	FIRE PUNCH	FIR
38	ICE PUNCH	ICE
43	THUNDER PUNCH	ELC
48	MEGA PUNCH	NRM
53	COUNTER	FTG





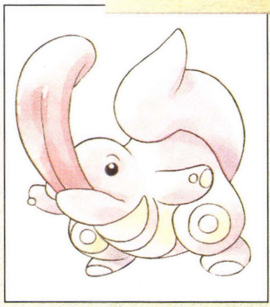
AREA



EVOLUTION

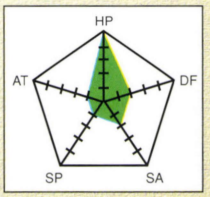
HITMONCHAN

#108 LICKITUNG



FIND	CATCH	TYPE
●	●	NORMAL
●	●	–

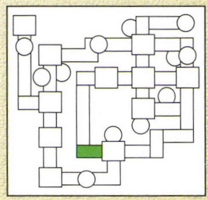
STATS



ABILITY

Level	Attack	Type
–	WRAP	NRM
–	SUPERSONIC	NRM
7	STOMP	NRM
15	DISABLE	NRM
23	DEFENSE CURL	NRM
31	SLAM	NRM
39	SCREECH	NRM

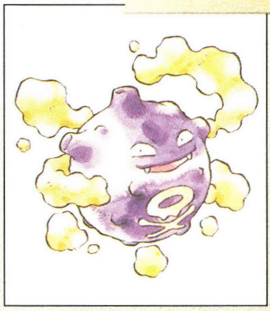
AREA



EVOLUTION

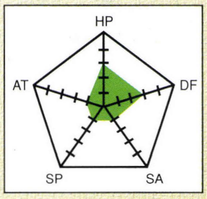
LICKITUNG

#109 KOFFING



Find	Catch	Type
🔴	🔴	POISON
🔵	🔵	–

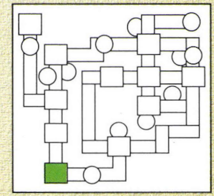
Stats



Ability

Level	Attack	Type
–	TACKLE	FLY
–	SMOG	PSN
32	SLUDGE	PSN
37	SMOKE SCREEN	NRM
40	SELF DESTRUCT	NRM
45	HAZE	ICE
48	EXPLOSION	NRM

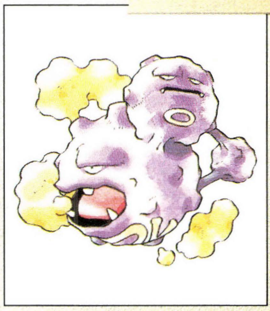
Area



Evolution

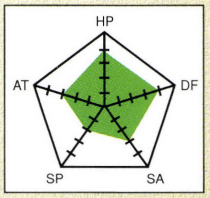
KOFFING → WEEZING LEV. 35

#110 WEEZING



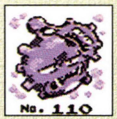
Find	Catch	Type
🔴	🔴	POISON
🔵	🔵	–

Stats

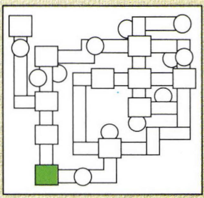


Ability

Level	Attack	Type
–	TACKLE	NRM
–	SMOG	PSN
–	SLUDGE	PSN
39	SMOKE SCREEN	NRM
43	SELF DESTRUCT	NRM
49	HAZE	ICE
53	EXPLOSION	NRM



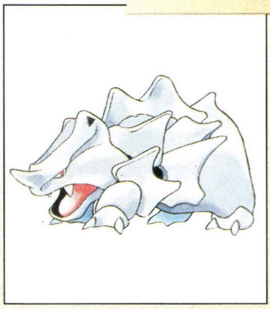
Area



Evolution

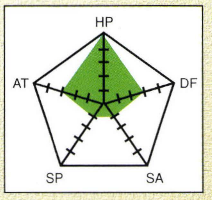
KOFFING → WEEZING LEV. 35

#111 RHYHORN



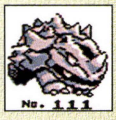
Find	Catch	Type
🔴	🔴	GROUND
🔵	🔵	ROCK

Stats

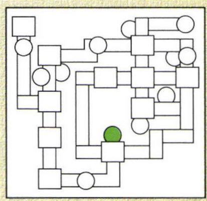


Ability

Level	Attack	Type
–	HORN ATTACK	NRM
30	STOMP	NRM
35	TAIL WHIP	NRM
40	FURY ATTACK	NRM
45	HORN DRILL	NRM
50	LEER	NRM
55	TAKE DOWN	NRM



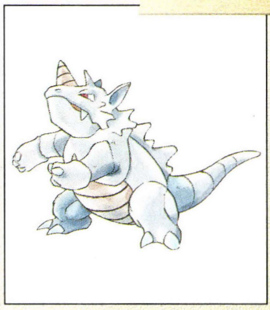
Area



Evolution

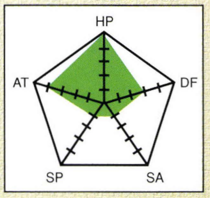
RHYHORN → RHYDON LEV. 42

#112 RHYDON



Find	Catch	Type
🔴	🔴	GROUND
🔵	🔵	ROCK

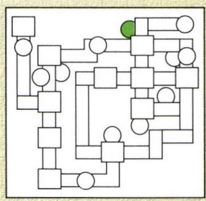
Stats



Ability

Level	Attack	Type
–	HORN ATTACK	NRM
–	STOMP	NRM
–	TAIL WHIP	NRM
–	FURY ATTACK	NRM
48	HORN DRILL	NRM
55	LEER	NRM
64	TAKE DOWN	NRM

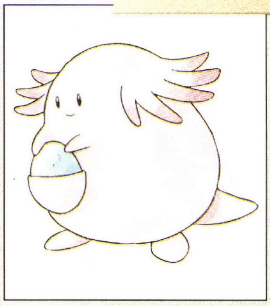
Area



Evolution

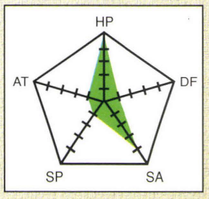
RHYHORN → RHYDON LEV. 42

#113 CHANSEY



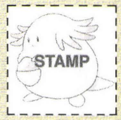
FIND	CATCH	TYPE
🔴	🔴	NORMAL
🔵	🔵	–

STATS

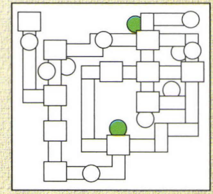


ABILITY

Level	Attack	Type
–	POUND	NRM
–	DOUBLESLAP	NRM
24	SING	NRM
30	GROWL	NRM
38	MINIMIZE	NRM
44	DEFENSE CURL	NRM
48	LIGHT SCREEN	PSY
54	DOUBLE-EDGE	NRM



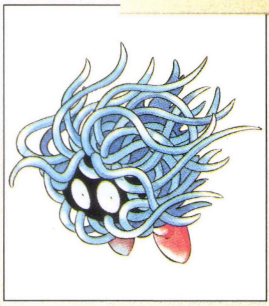
AREA



EVOLUTION

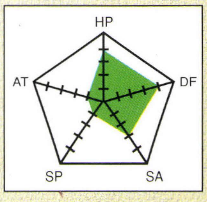
CHANSEY

#114 TANGELA



FIND	CATCH	TYPE
🔴	🔴	GRASS
🔵	🔵	–

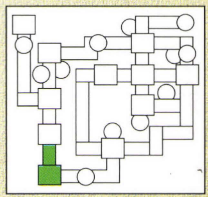
STATS



ABILITY

Level	Attack	Type
–	CONSTRICT	NRM
–	BIND	NRM
29	ABSORB	GRS
32	POISON POWDER	PSN
36	STUN SPORE	GRS
39	SLEEP POWDER	GRS
45	SLAM	NRM
49	GROWTH	NRM

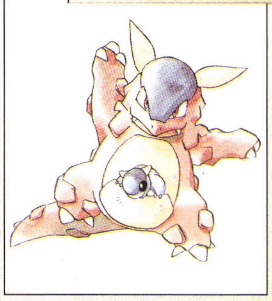
AREA



EVOLUTION

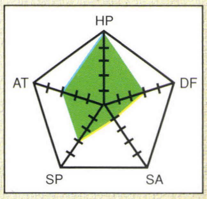
TANGELA

#115 KANGASKHAN



FIND	CATCH	TYPE
🔴	🔴	NORMAL
🔵	🔵	–

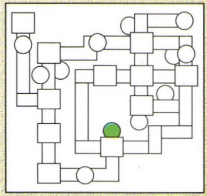
STATS



ABILITY

Level	Attack	Type
–	COMET PUNCH	NRM
–	RAGE	NRM
26	BITE	NRM
31	TAIL WHIP	NRM
36	MEGA PUNCH	NRM
41	LEER	NRM
46	DIZZY PUNCH	NRM

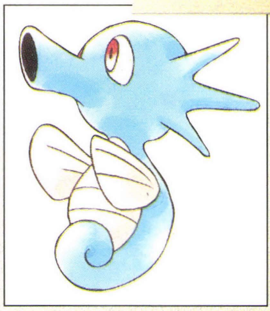
AREA



EVOLUTION

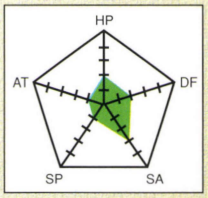
KANGASKHAN

#116 HORSEA



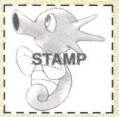
FIND	CATCH	TYPE
🔴	🔴	WATER
🔵	🔵	–

STATS

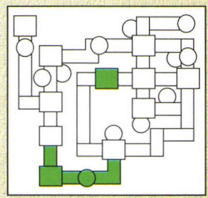


ABILITY

Level	Attack	Type
–	BUBBLE	WTR
19	SMOKE SCREEN	NRM
24	LEER	NRM
30	WATER GUN	WTR
37	AGILITY	PSY
45	HYDRO PUMP	WTR



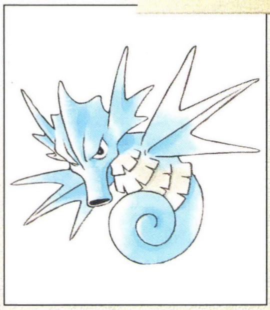
AREA



EVOLUTION

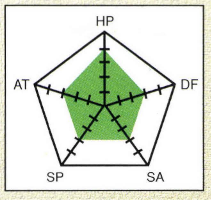
HORSEA → SEADRA LEV. 32

#117 SEADRA



FIND	CATCH	TYPE
🔴	🔴	WATER
🔵	🔵	–

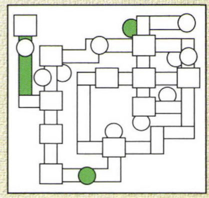
STATS



ABILITY

Level	Attack	Type
–	BUBBLE	WTR
–	SMOKE SCREEN	NRM
–	LEER	NRM
–	WATER GUN	WTR
41	AGILITY	PSY
52	HYDRO PUMP	WTR

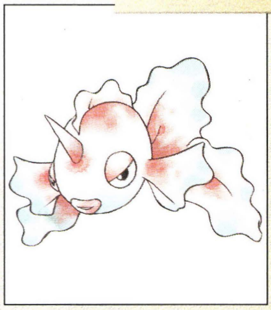
AREA



EVOLUTION

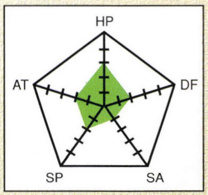
HORSEA → SEADRA LEV. 32

#118 GOLDEEN



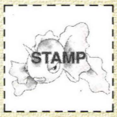
FIND	CATCH	TYPE
🔴	🔴	WATER
🔵	🔵	–

STATS

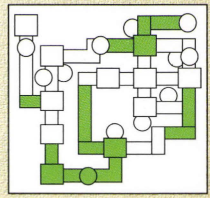


ABILITY

Level	Attack	Type
–	PECK	FLY
–	TAIL WHIP	NRM
19	SUPER SONIC	NRM
24	HORN ATTACK	NRM
30	FURY ATTACK	NRM
37	WATERFALL	WTR
45	HORN DRILL	NRM
54	AGILITY	PSY



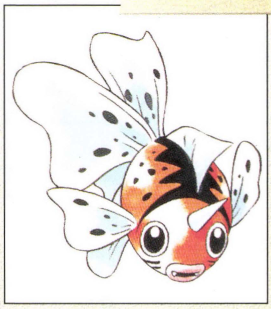
AREA



EVOLUTION

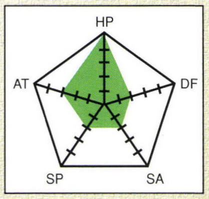
GOLDEEN → SEAKING LEV. 33

#119 SEAKING



FIND	CATCH	TYPE
🔴	🔴	WATER
🔵	🔵	–

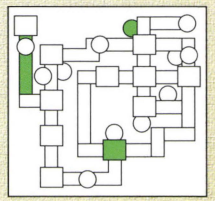
STATS



ABILITY

Level	Attack	Type
–	PECK	FLY
–	TAIL WHIP	NRM
–	SUPER SONIC	NRM
–	HORN ATTACK	NRM
–	FURY ATTACK	NRM
39	WATERFALL	WTR
48	HORN DRILL	NRM
54	AGILITY	PSY

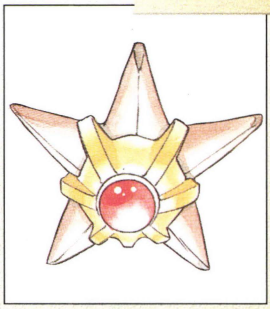
AREA



EVOLUTION

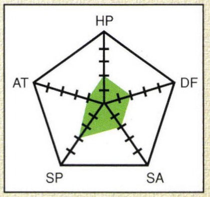
GOLDEEN → SEAKING LEV. 33

#120 STARYU



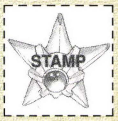
FIND	CATCH	TYPE
🔴	🔴	WATER
🔵	🔵	–

STATS

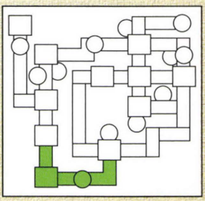


ABILITY

Level	Attack	Type
–	TACKLE	NRM
17	WATER GUN	WTR
22	HARDEN	NRM
27	RECOVER	NRM
32	SWIFT	NRM
37	MINIMIZE	NRM
42	LIGHT SCREEN	PSY
47	HYDRO PUMP	WTR



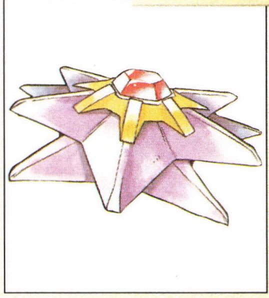
AREA



EVOLUTION

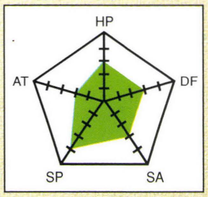
STARYU → STARMIE WATER STONE

#121 STARMIE



FIND	CATCH	TYPE
🔴	🔴	WATER
🔵	🔵	PSYCHIC

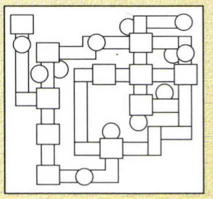
STATS



ABILITY

Level	Attack	Type
–	TACKLE	NRM
–	WATER GUN	WTR
–	HARDEN	NRM

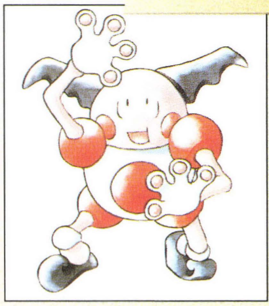
AREA



EVOLUTION

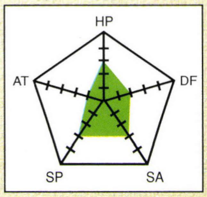
STARYU → STARMIE WATER STONE

#122 MR.MIME



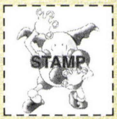
FIND	CATCH	TYPE
🔴	🔴	PSYCHIC
🔵	🔵	–

STATS

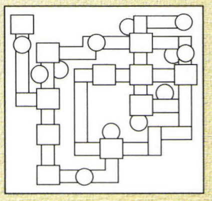


ABILITY

Level	Attack	Type
–	CONFUSION	PSY
–	BARRIER	PSY
23	LIGHT SCREEN	PSY
31	DOUBLE SLAP	NRM
39	MEDITATE	PSY
47	SUBSTITUTE	NRM



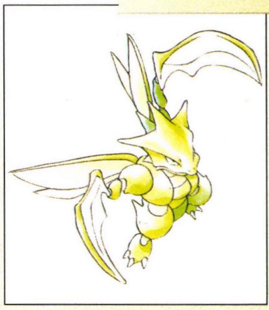
AREA



EVOLUTION

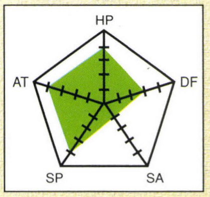
MR.MIME

#123 SCYTHER



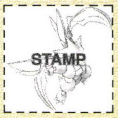
FIND	CATCH	TYPE
🔴	🔴	BUG
		FLYING

STATS

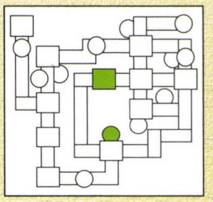


ABILITY

Level	Attack	Type
–	QUICK ATTACK	NRM
17	LEER	NRM
20	FOCUS ENERGY	NRM
24	DOUBLE TEAM	NRM
29	SLASH	NRM
35	SWORDS DANCE	NRM
42	AGILITY	PSY



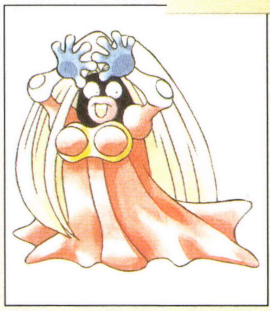
AREA



EVOLUTION

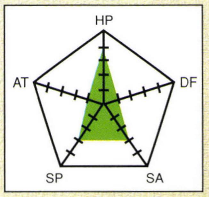
SCYTHER

#124 JYNX



FIND	CATCH	TYPE
🔴	🔴	ICE
🔵	🔵	PSYCHIC

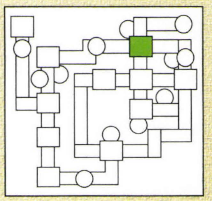
STATS



ABILITY

Level	Attack	Type
–	POUND	NRM
–	LOVELY KISS	NRM
15	SING	NRM
23	DOUBLE SLAP	NRM
31	ICE PUNCH	ICE
39	MEDITATE	NRM
47	BLIZZARD	ICE

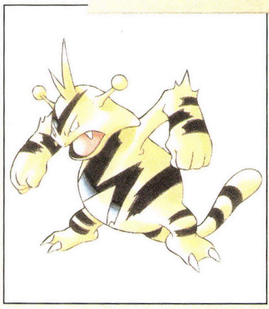
AREA



EVOLUTION

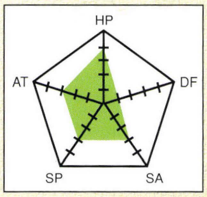
JYNX

#125 ELECTABUZZ



FIND	CATCH	TYPE
🔴	🔴	ELECTRIC

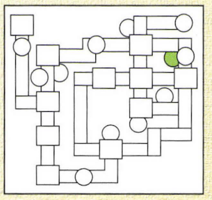
STATS



ABILITY

Level	Attack	Type
–	QUICK ATTACK	NRM
–	LEER	NRM
34	THUNDERSHOCK	ELC
37	SCREECH	NRM
42	THUNDERPUNCH	ELC
49	LIGHT SCREEN	PSY
54	THUNDER	ELC

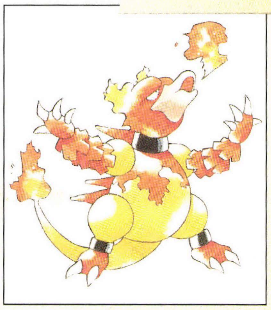
AREA



EVOLUTION

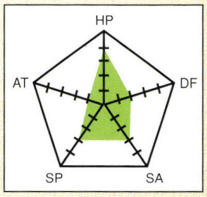
ELECTABUZZ

#126 MAGMAR



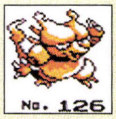
FIND	CATCH	TYPE
		FIRE
🔵	🔵	–

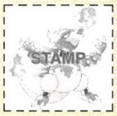
STATS



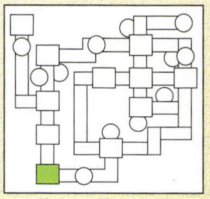
ABILITY

Level	Attack	Type
–	EMBER	FIR
36	LEER	NRM
39	CONFUSE RAY	GHO
43	FIRE PUNCH	FIR
48	SMOKE SCREEN	NRM
52	SMOG	PSN
55	FLAME THROWER	FIR





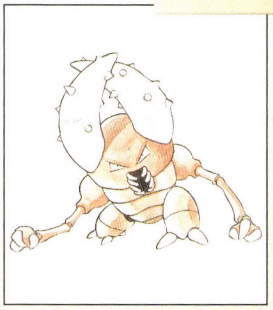
AREA



EVOLUTION

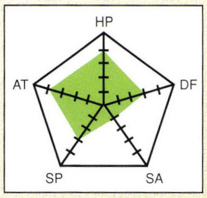
MAGMAR

#127 PINSIR



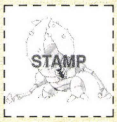
FIND	CATCH	TYPE
		BUG
🔵	🔵	–

STATS

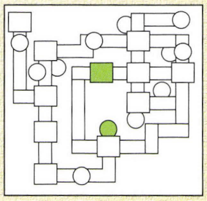


ABILITY

Level	Attack	Type
–	VICEGRIP	NRM
25	SEISMIC TOSS	FTG
30	GUILLOTINE	NRM
36	FOCUS ENERGY	NRM
43	HARDEN	NRM
49	SLASH	NRM
54	SWORDS DANCE	NRM



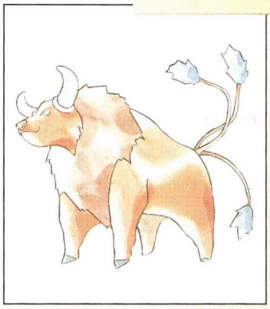
AREA



EVOLUTION

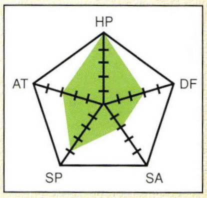
PINSIR

#128 TAUROS



FIND	CATCH	TYPE
🔴	🔴	NORMAL
🔵	🔵	–

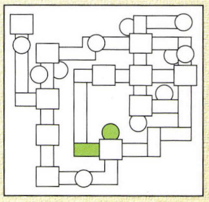
STATS



ABILITY

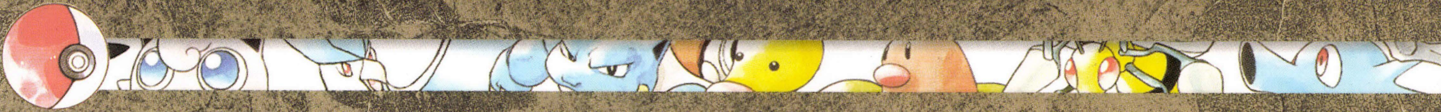
Level	Attack	Type
–	TACKLE	NRM
21	STOMP	NRM
28	TAIL WHIP	NRM
35	LEER	NRM
44	RAGE	NRM
51	TAKE DOWN	NRM

AREA

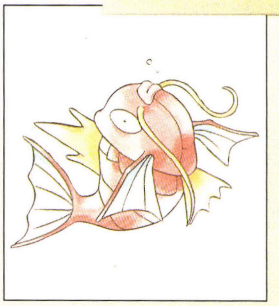


EVOLUTION

TAUROS

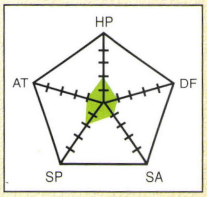


#129 MAGIKARP



FIND	CATCH	TYPE
●	●	WATER
●	●	–

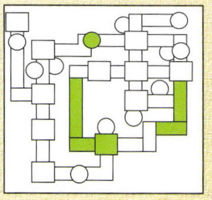
STATS



ABILITY

Level	Attack	Type
–	SPLASH	NRM
15	TACKLE	NRM

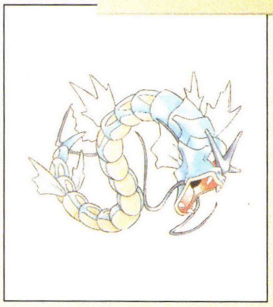
AREA



EVOLUTION

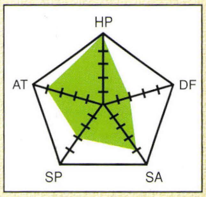
MAGIKARP → GYARADOS LEV. 20

#130 GYARADOS



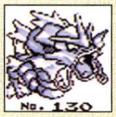
FIND	CATCH	TYPE
●	●	WATER
●	●	FLYING

STATS

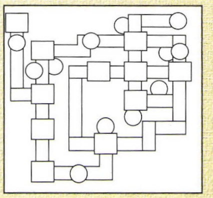


ABILITY

Level	Attack	Type
20	BITE	NRM
25	DRAGON RAGE	DRG
32	LEER	NRM
41	HYDRO PUMP	WTR
52	HYPER BEAM	NRM



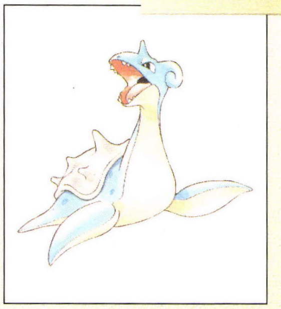
AREA



EVOLUTION

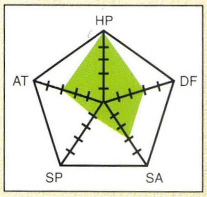
MAGIKARP → GYARADOS LEV. 20

#131 LAPRAS



FIND	CATCH	TYPE
●	●	WATER
●	●	ICE

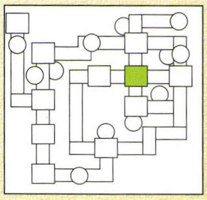
STATS



ABILITY

Level	Attack	Type
–	WATER GUN	WTR
–	GROWL	NRM
16	SING	NRM
20	MIST	ICE
25	BODY SLAM	NRM
31	CONFUSE RAY	GHO
38	ICE BEAM	ICE
46	HYDRO PUMP	WTR

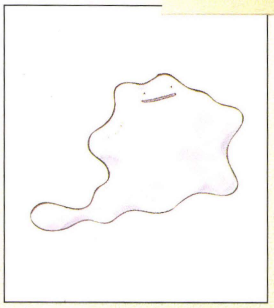
AREA



EVOLUTION

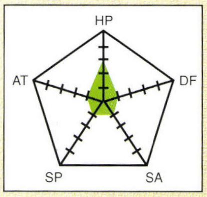
LAPRAS

#132 DITTO



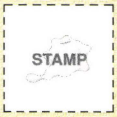
FIND	CATCH	TYPE
●	●	NORMAL
●	●	–

STATS

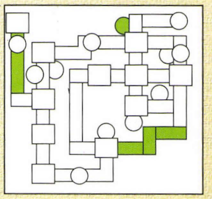


ABILITY

Level	Attack	Type
–	TRANSFORM	NRM



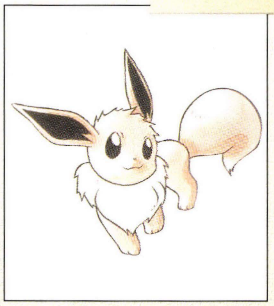
AREA



EVOLUTION

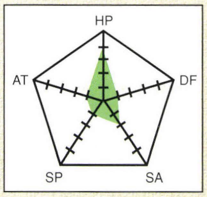
DITTO

#133 EEVEE



FIND	CATCH	TYPE
●	●	NORMAL
●	●	–

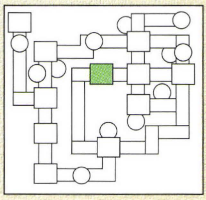
STATS



ABILITY

Level	Attack	Type
–	TACKLE	NRM
–	SAND-ATTACK	NRM
27	QUICK ATTACK	NRM
31	TAIL WHIP	NRM
37	BITE	NRM
45	TAKE DOWN	NRM

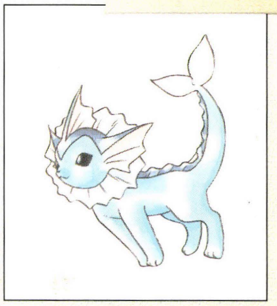
AREA



EVOLUTION

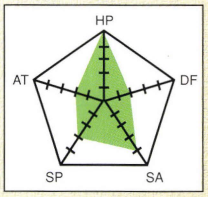
EEVEE

#134 VAPOREON



FIND	CATCH	TYPE
●	●	WATER
●	●	–

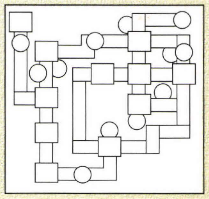
STATS



ABILITY

Level	Attack	Type
–	TACKLE	NRM
–	SAND-ATTACK	NRM
27	QUICK ATTACK	NRM
31	WATER GUN	WTR
37	TAIL WHIP	NRM
40	BITE	NRM
42	ACID ARMOR	PSN
44	HAZE	ICE
48	MIST	ICE
54	HYDRO PUMP	WTR

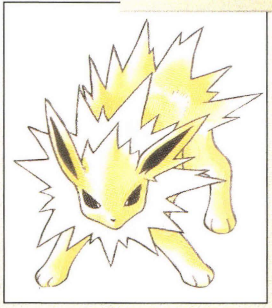
AREA



EVOLUTION

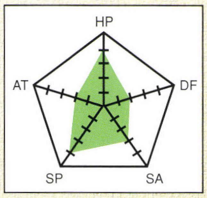
EEVEE → **VAPOREON** WATER STONE

#135 JOLTEON



FIND	CATCH	TYPE
●	●	ELECTRIC
●	●	–

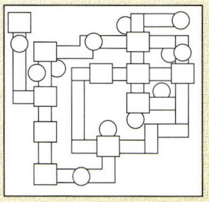
STATS



ABILITY

Level	Attack	Type
–	TACKLE	NRM
–	SAND-ATTACK	NRM
27	QUICK ATTACK	NRM
31	THUNDERSHOCK	ELC
37	TAIL WHIP	NRM
40	THUNDER WAVE	ELC
42	DOUBLE KICK	FTG
44	AGILITY	PSY
48	PIN MISSILE	BUG
54	THUNDER	ELC

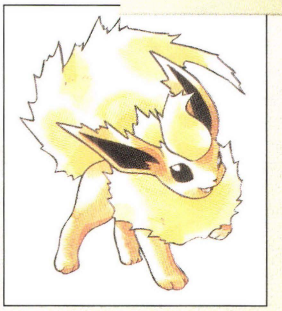
AREA



EVOLUTION

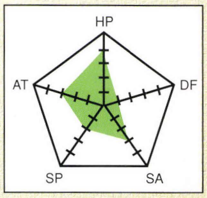
EEVEE → **JOLTEON** THUNDER STONE

#136 FLAREON



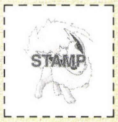
FIND	CATCH	TYPE
●	●	FIRE
●	●	–

STATS

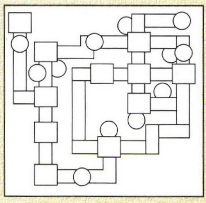


ABILITY

Level	Attack	Type
–	TACKLE	NRM
–	SAND-ATTACK	NRM
27	QUICK ATTACK	NRM
31	EMBER	FIR
37	TAIL WHIP	NRM
40	BITE	NRM
42	LEER	NRM
44	FIRE SPIN	FIR
48	RAGE	NRM
54	FLAME THROWER	FIR



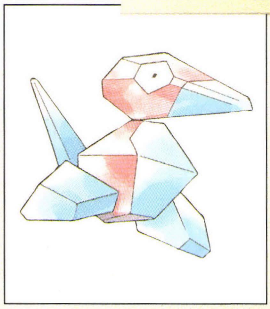
AREA



EVOLUTION

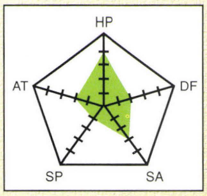
EEVEE → **FLAREON** FIRE STONE

#137 PORYGON



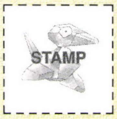
FIND	CATCH	TYPE
●	●	NORMAL
●	●	–

STATS

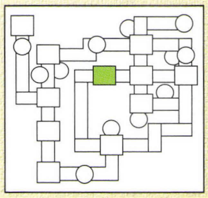


ABILITY

Level	Attack	Type
–	TACKLE	NRM
–	SHARPEN	NRM
–	CONVERSION	NRM
23	PSYBEAM	PSY
28	HARDEN	NRM
35	AGILITY	PSY
42	TRI ATTACK	NRM



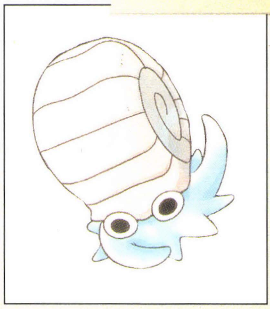
AREA



EVOLUTION

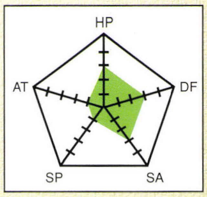
PORYGON

#138 OMANYTE



FIND	CATCH	TYPE
●	●	ROCK
●	●	WATER

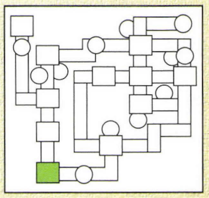
STATS



ABILITY

Level	Attack	Type
–	WATER GUN	WTR
–	WITHDRAW	WTR
34	HORN ATTACK	NRM
39	LEER	NRM
46	SPIKE CANNON	NRM
53	HYDRO PUMP	WTR

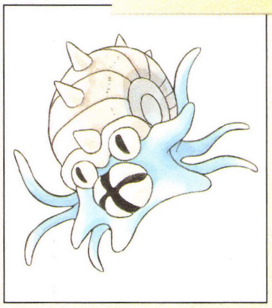
AREA



EVOLUTION

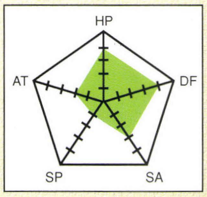
OMANYTE → OMASTAR LEV. 40

#139 OMASTAR



FIND	CATCH	TYPE
●	●	ROCK
●	●	WATER

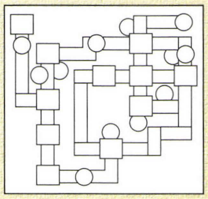
STATS



ABILITY

Level	Attack	Type
–	WATER GUN	WTR
–	WITHDRAW	WTR
–	HORN ATTACK	NRM
–	LEER	NRM
44	SPIKE CANNON	NRM
49	HYDRO PUMP	WTR

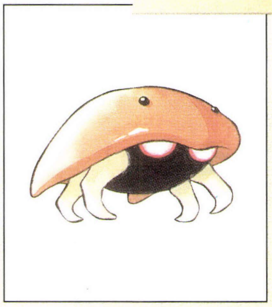
AREA



EVOLUTION

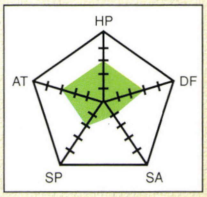
OMANYTE → OMASTAR LEV.40

#140 KABUTO



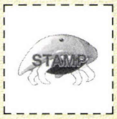
FIND	CATCH	TYPE
●	●	ROCK
●	●	WATER

STATS

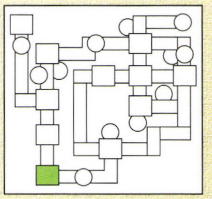


ABILITY

Level	Attack	Type
–	SCRATCH	NRM
–	HARDEN	NRM
34	ABSORB	GRS
39	SLASH	NRM
44	LEER	NRM
49	HYDRO PUMP	WTR



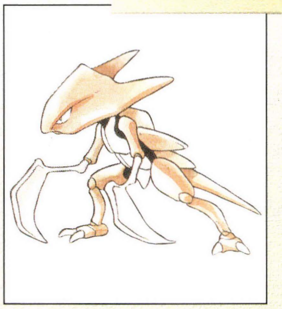
AREA



EVOLUTION

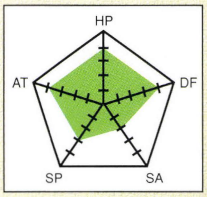
KABUTO → KABUTOPS LEV.40

#141 KABUTOPS



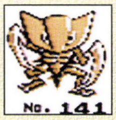
FIND	CATCH	TYPE
🔴	🔴	ROCK
🔵	🔵	WATER

STATS

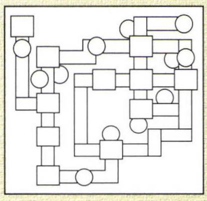


ABILITY

Level	Attack	Type
–	SCRATCH	NRM
–	HARDEN	NRM
–	ABSORB	GRS
–	SLASH	NRM
46	LEER	NRM
53	HYDRO PUMP	WTR



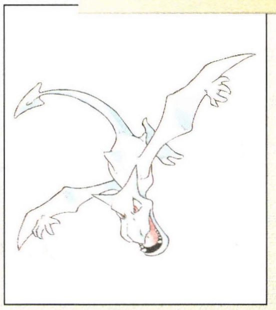
AREA



EVOLUTION

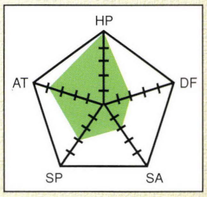
KABUTO → KABUTOPS LEV.40

#142 AERODACTYL



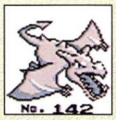
FIND	CATCH	TYPE
🔴	🔴	ROCK
🔵	🔵	FLYING

STATS

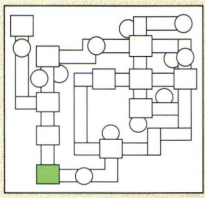


ABILITY

Level	Attack	Type
–	WING ATTACK	FLY
–	AGILITY	PSY
33	SUPERSONIC	NRM
38	BITE	NRM
45	TAKE DOWN	NRM
54	HYPER BEAM	NRM



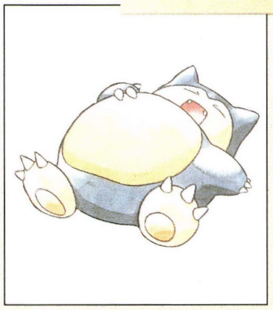
AREA



EVOLUTION

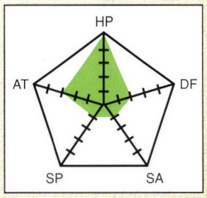
AERODACTYL

#143 SNORLAX



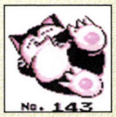
FIND	CATCH	TYPE
🔴	🔴	NORMAL
🔵	🔵	–

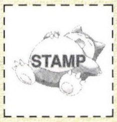
STATS



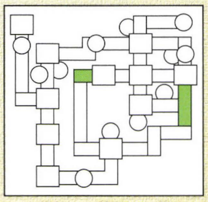
ABILITY

Level	Attack	Type
–	HEAD BUTT	NRM
–	AMNESIA	PSY
–	REST	PSY
35	BODY SLAM	NRM
41	HARDEN	NRM
48	DOUBLE-EDGE	NRM
56	HYPER BEAM	NRM





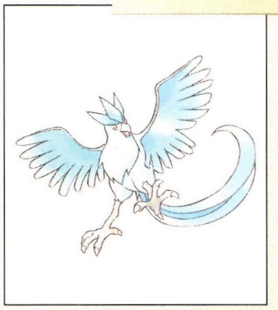
AREA



EVOLUTION

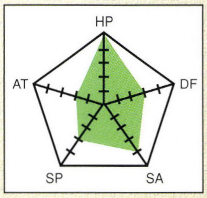
SNORLAX

#144 ARTICUNO



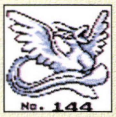
FIND	CATCH	TYPE
🔴	🔴	ICE
🔵	🔵	FLYING

STATS

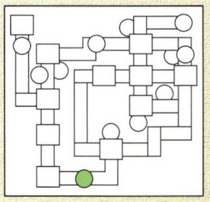


ABILITY

Level	Attack	Type
–	PECK	FLY
–	ICE BEAM	ICE
51	BLIZZARD	ICE
55	AGILITY	PSY
60	MIST	ICE



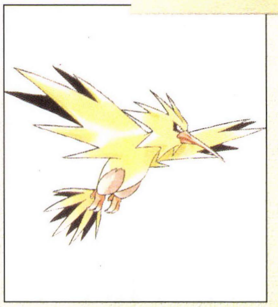
AREA



EVOLUTION

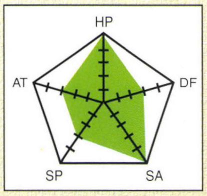
ARTICUNO

#145 ZAPDOS



Find	Catch	Type
🔴	🔴	ELECTRIC
🔵	🔵	FLYING

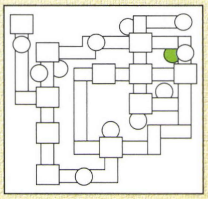
Stats



Ability

Level	Attack	Type
–	THUNDERSHOCK	ELC
–	DRILL PECK	FLY
51	THUNDER	ELC
55	AGILITY	PSY
60	LIGHT SCREEN	PSY

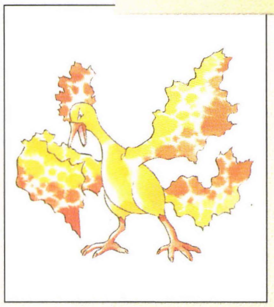
Area



Evolution

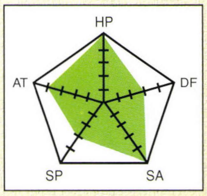
ZAPDOS

#146 MOLTRES



Find	Catch	Type
🔴	🔴	FIRE
🔵	🔵	FLYING

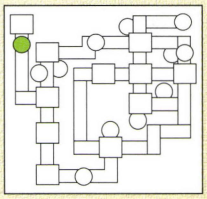
Stats



Ability

Level	Attack	Type
–	PECK	FLY
–	FIRE SPIN	FIR
51	LEER	NRM
55	AGILITY	PSY
60	SKY ATTACK	FLY

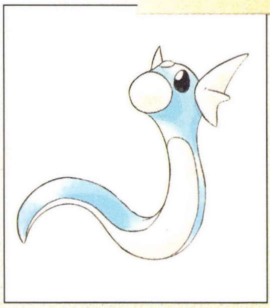
Area



Evolution

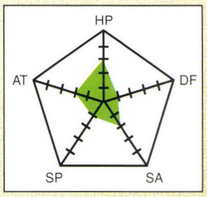
MOLTRES

#147 DRATINI



Find	Catch	Type
🔴	🔴	DRAGON
🔵	🔵	–

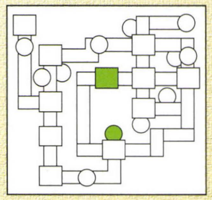
Stats



Ability

Level	Attack	Type
–	WRAP	NRM
–	LEER	NRM
10	THUNDER WAVE	ELC
20	AGILITY	PSY
30	SLAM	NRM
40	DRAGON RAGE	DRG
50	HYPER BEAM	NRM

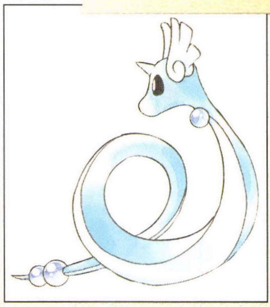
Area



Evolution

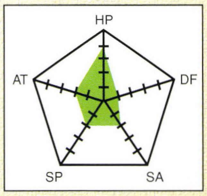
DRATINI → DRAGONAIR LEV. 30 → DRAGONITE LEV. 55

#148 DRAGONAIR



Find	Catch	Type
🔴	🔴	DRAGON
🔵	🔵	–

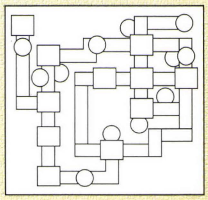
Stats



Ability

Level	Attack	Type
–	WRAP	NRM
–	LEER	NRM
–	THUNDER WAVE	ELC
–	AGILITY	PSY
35	SLAM	NRM
45	DRAGON RAGE	DRG
55	HYPER BEAM	NRM

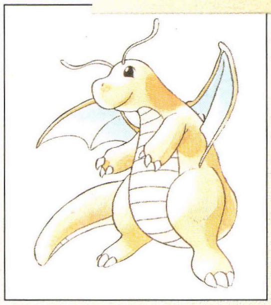
Area



Evolution

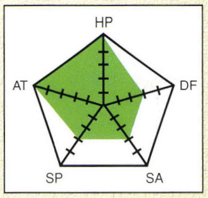
DRATINI → DRAGONAIR LEV. 30 → DRAGONITE LEV. 55

#149 DRAGONITE



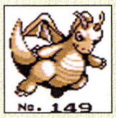
FIND	CATCH	TYPE
🔴	🔴	DRAGON
🔵	🔵	FLYING

STATS

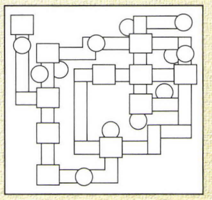


ABILITY

Level	Attack	Type
–	WRAP	NRM
–	LEER	NRM
–	THUNDER WAVE	ELC
–	AGILITY	PSY
–	SLAM	NRM
–	DRAGON RAGE	DRG
60	HYPER BEAM	NRM



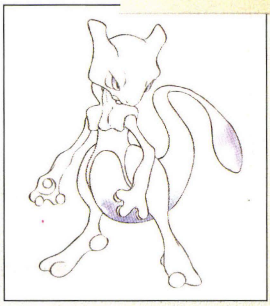
AREA



EVOLUTION

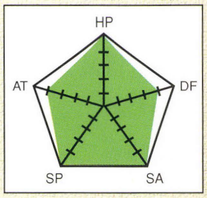
DRATINI → DRAGONAIR LEV. 30 → DRAGONITE LEV. 55

#150 MEWTWO



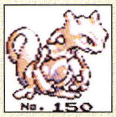
FIND	CATCH	TYPE
🔴	🔴	PSYCHIC
🔵	🔵	–

STATS

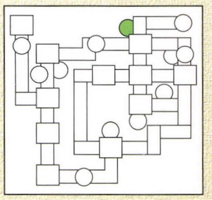


ABILITY

Level	Attack	Type
–	CONFUSION	PSY
–	DISABLE	NRM
–	SWIFT	NRM
63	BARRIER	PSY
66	PSYCHIC	PSY
70	RECOVER	NRM
75	MIST	ICE
81	AMNESIA	PSY



AREA



EVOLUTION

MEWTWO

Pokémon Locator

	ID NUMBER	TRAINER'S MANUAL PAGE	FIELD GUIDE PAGE
ABRA	63	27	81
AERODACTYL	142	58	101
ALAKAZAM	65	63	82
ARBOK	24	60	71
ARCANINE	59	35	80
ARTICUNO	144	57	101
BEEDRILL	15	20	69
BELLSPROUT	69	27	83
BLASTOISE	9	17	68
BULBASAUR	1	16	66
BUTTERFREE	12	20	68
CATERPIE	10	19	68
CHANSEY	113	50	94
CHARIZARD	6	17	67
CHARMANDER	4	17	66
CHARMELEON	5	17	67
CLEFABLE	36	23	74
CLEFAIRY	35	23	74
CLOYSTER	91	57	88
CUBONE	104	41	91
DEWGONG	87	57	87
DIGLETT	50	31	78
DITTO	132	47	98
DODRIO	85	63	87
DODUO	84	50	86
DRAGONAIR	148	55	102
DRAGONITE	149	55	103
DRATINI	147	55	102
DROWZEE	96	31	89
DUGTRIO	51	31	78
EEVEE	133	37	99
EKANS	23	24	71
ELECTABUZZ	125	53	97
ELECTRODE	101	64	91
EXEGGCUTE	102	51	91
EXEGGUTOR	103	51	91
FARFETCH'D	83	29	86
FEAROW	22	52	71
FLAREON	136	37	99
GASTLY	92	41	88
GENGAR	94	41	89
GEODUDE	74	23	84
GLOOM	44	46	76
GOLBAT	42	56	76
GOLDEEN	118	55	95
GOLDUCK	55	55	79
GOLEM	76	58	84
GRAVELER	75	58	84
GRIMER	88	58	87
GROWLITHE	58	35	80
GYARADOS	130	55	98
HAUNTER	93	41	89
HITMONCHAN	107	43	92
HITMONLEE	106	43	92
HORSEA	116	54	94
HYPNO	97	64	90
IVYSAUR	2	16	66
JIGGLYPUFF	39	22	75
JOLTEON	135	37	99
JYNX	124	25	96
KABUTO	140	58	100
KABUTOPS	141	58	101
KADABRA	64	63	81
KAKUNA	14	20	69
KANGASKHAN	115	49	94
KINGLER	99	56	90
KOFFING	109	59	93
KRABBY	98	56	90
LAPRAS	131	45	98
LICKITUNG	108	51	92
MACHAMP	68	61	82
MACHOKE	67	61	82
MACHOP	66	33	82
MAGIKARP	129	55	98
MAGMAR	126	58	97
MAGNEMITE	81	53	86
MAGNETON	82	53	86
MANKEY	56	28	79
MAROWAK	105	61	92
MEOWTH	52	28	78
METAPOD	11	20	68
MEWTWO	150	64	103
MOLTRES	146	61	102
MR. MIME	122	19	96
MUK	89	58	88
NIDOKING	34	50	74
NIDOQUEEN	31	49	73
NIDORAN ♀	29	49	73
NIDORAN ♂	32	50	73
NIDORINA	30	31	73
NIDORINO	33	50	74
NINETALES	38	35	75
ODDISH	43	27	76
OMANYTE	138	58	100
OMASTAR	139	58	100
ONIX	95	33	89
PARAS	46	23	77
PARASECT	47	50	77
PERSIAN	53	28	79
PIDGEOT	18	46	70
PIDGEOTTO	17	46	70
PIDGEY	16	17	69
PIKACHU	25	20	72
PINSIR	127	50	97
POLIWAG	60	54	80
POLIWHIRL	61	54	81
POLIWRATH	62	54	81
PONYTA	77	59	85
PORYGON	137	37	100
PRIMEAPE	57	28	80
PSYDUCK	54	55	79
RAICHU	26	53	72
RAPIDASH	78	59	85
RATICATE	20	52	70
RATTATA	19	17	70
RHYDON	112	64	93
RHYHORN	111	49	93
SANDSHREW	27	24	72
SANDSLASH	28	60	72
SCYTHER	123	51	96
SEADRA	117	55	95
SEAKING	119	55	95
SEEL	86	57	87
SHELLDER	90	57	88
SLOWBRO	80	56	85
SLOWPOKE	79	56	85
SNORLAX	143	46	101
SPEAROW	21	22	71
SQUIRTLE	7	17	67
STARMIE	121	56	96
STARYU	120	56	95
TANGELA	114	59	94
TAUROS	128	51	97
TENTACOOL	72	54	83
TENTACRUEL	73	54	84
VAPOREON	134	37	99
VENOMOTH	49	50	78
VENONAT	48	46	77
VENUSAUR	3	16	66
VICTREEBEL	71	46	83
VILEPLUME	45	46	77
VOLTORB	100	32	90
VULPIX	37	35	75
WARTORTLE	8	17	67
WEEDLE	13	19	69
WEEPINBELL	70	46	83
WEEZING	110	59	93
WIGGLYTUFF	40	63	75
ZAPDOS	145	53	102
ZUBAT	41	22	76

Item List

ITEM	PRICE	LOCATION	DESCRIPTION
ANTIDOTE	100	POKéMON MART	Cures Poison
AWAKENING	250	POKéMON MART	Cures Sleep
BICYCLE	1 MILLION	CERULEAN CITY-BIKE SHOP	Allows you to travel faster
BIKE VOUCHER		VERMILION CITY-POKéMON FAN CLUB	Used to buy a bike
BURN HEAL	250	POKéMON MART	Heals burns
CALCIUM	9,800	CELADON CITY-DEPARTMENT STORE	Boosts Special rating
CARBOS	9,800	CELADON CITY-DEPARTMENT STORE	Boosts Speed rating
CARD KEY		SAFFRON CITY-SILPH CO.	Opens Silph Co. doors
COIN		CELADON CITY	Used to play slot machines
COIN CASE		CELADON CITY	Holds coins
DIRE HIT	650	CELADON CITY-DEPARTMENT STORE	Boosts attack effectiveness
DOME FOSSIL		MT. MOON	Used to clone new Pokémon
ELIXER		VARIOUS AREAS	Gives 10 PP to all abilities
ESCAPE ROPE	550	POKéMON MART	Used to escape current area
ETHER		VARIOUS AREAS	Gives 10 PP to one ability
EXP. ALL		ROUTE 15	Used to share exp. points
FIRE STONE	2,100	CELADON CITY-DEPARTMENT STORE	Triggers evolution
FRESH WATER	200	CELADON CITY-DEPARTMENT STORE	Quenches thirst, restores 50 HP
FULL HEAL	600	POKéMON MART	Cures any condition
FULL RESTORE	3,000	POKéMON MART	Cures, restores all HP
GOLD TEETH		FUCHSIA CITY-SAFARI ZONE	Helps Warden speak
GOOD ROD		FUCHSIA CITY	Used to fish for Pokémon
GREAT BALL	600	POKéMON MART	Used to catch Pokémon
GUARD SPEC.	700	CELADON CITY-DEPARTMENT STORE	Disables Special Attacks
HELIX FOSSIL		MT. MOON	Used to clone new Pokémon
HP UP		VARIOUS AREAS	Boosts HP meter by one point
HYPER POTION	1,500	POKéMON MART	Restores 200 HP
ICE HEAL	250	POKéMON MART	Thaws frozen Pokémon
IRON	9,800	CELADON CITY-DEPARTMENT STORE	Boosts Defense rating
ITEM FINDER		ROUTE 11	Exposes hidden items
LEAF STONE	2,100	CELADON CITY-DEPARTMENT STORE	Triggers evolution
LEMONADE	350	CELADON CITY-DEPARTMENT STORE	Quenches thirst, restores 80 HP
LIFT KEY		CELADON CITY-GAME CORNER	Activates elevator
MASTER BALL		SAFFRON CITY-SILPH CO.	Used to catch Pokémon
MAX ELIXER		VARIOUS AREAS	Restores all PP
MAX ETHER		VARIOUS AREAS	Restores all PP to one ability

Item List

ITEM	PRICE	LOCATION	DESCRIPTION
MAX POTION	2,500	POKéMON MART	Restores all HP
MAX REPEL	700	POKéMON MART	Prevents random attacks
MAX REVIVE		VARIOUS AREAS	Revives, restores all HP
MOON STONE		VARIOUS AREAS	Triggers evolution
NUGGET		VARIOUS AREAS	Can be sold for money
OAK'S PARCEL		VIRIDIAN CITY-POKéMON MART	Belongs to Professor Oak
OLD AMBER		PEWTER CITY-MUSEUM	Used to clone new Pokémon
OLD ROD		VERMILION CITY	Used to fish for Pokémon
PARALYZE HEAL	200	POKéMON MART	Cures Paralyze
Poké BALL	200	POKéMON MART	Used to catch Pokémon
Poké DOLL	1,000	CELADON CITY-DEPARTMENT STORE	Distracts opponent
Poké FLUTE		LAVENDER TOWN-POKéMON TOWER	Wakes sleeping Pokémon
POKéDEX		PALLET TOWN	Used to store Pokémon data
POTION	300	POKéMON MART	Restores 20 HP
PP UP		VARIOUS AREAS	Boosts PP meter by one point
PROTEIN	9,800	CELADON CITY-DEPARTMENT STORE	Boosts Attack rating
RARE CANDY		VARIOUS AREAS	Boosts experience level
REPEL	350	POKéMON MART	Prevents random attacks
REVIVE	1,500	POKéMON MART	Revives fainted Pokémon
S.S.TICKET		SEA COTTAGE	Used to board S.S. Anne
SAFARI BALL		FUCHSIA CITY-SAFARI ZONE	Used in Safari Zone
SECRET KEY		CINNABAR ISLAND-POKéMON RESEARCH	Opens Cinnabar Island Gym
SILPH SCOPE		CELADON CITY-GAME CORNER	Used to identify ghosts
SODA POP	300	CELADON CITY-DEPARTMENT STORE	Quenches thirst, restores 60 HP
SUPER POTION	700	POKéMON MART	Restores 50 HP
SUPER REPEL	500	POKéMON MART	Prevents random attacks
SUPER ROD		ROUTE 12	Used to fish for Pokémon
THUNDER STONE	2,100	CELADON CITY-DEPARTMENT STORE	Triggers evolution
TOWN MAP		PALLET TOWN	Map of the entire game
ULTRA BALL	1,200	POKéMON MART	Used to catch Pokémon
WATER STONE	2,100	CELADON CITY-DEPARTMENT STORE	Triggers evolution
X ACCURACY	950	CELADON CITY-DEPARTMENT STORE	Boosts Accuracy temporarily
X ATTACK	500	CELADON CITY-DEPARTMENT STORE	Boosts Attack temporarily
X DEFEND	550	CELADON CITY-DEPARTMENT STORE	Boosts Defense temporarily
X SPECIAL	350	CELADON CITY-DEPARTMENT STORE	Boosts Special temporarily
X SPEED	350	CELADON CITY-DEPARTMENT STORE	Boosts Speed temporarily

Abilities & Attacks

ABILITY	TYPE	PP	VULNERABLE TYPE	EFFECT	LEARN
ABSORB	GRS	20	WTR·GRD·RCK	Your Pokémon absorbs HP from the opponent equal to 1/2 the attack damage	LEVEL
ACID	PSN	30	GRS·BUG	Deals damage and may decrease opponent's Defense temporarily	LEVEL
ACID ARMOR	PSN	40		Increases your Pokémon's Defense temporarily	LEVEL
AGILITY	PSY	30		Increases your Pokémon's Speed temporarily	LEVEL
AMNESIA	PSY	20		Increases your Pokémon's Special Attack power temporarily	LEVEL
AURORA BEAM	ICE	20	GRS·GRD·FLY·RCK·DRG	Deals damage and may freeze opponent and/or decrease its Attack power temporarily	LEVEL
BARRAGE	NRM	20		Your Pokémon attacks 2 to 5 times in a row	LEVEL
BARRIER	PSY	30		Increases your Pokémon's Defense temporarily	LEVEL
BIDE	NRM	10		Your Pokémon loses 2 to 3 turns, then hits opponent for twice the damage received	TM 34
BIND	NRM	20		Your Pokémon attacks 2 to 5 times in a row	LEVEL
BITE	NRM	25		Deals damage and may scare opponent	LEVEL
BLIZZARD	ICE	5	GRS·GRD·FLY·RCK·DRG	Deals damage and may freeze opponent	TM 14
BODY SLAM	NRM	15		Deals damage and may Paralyze opponent	TM 08
BONE CLUB	GRD	20	FIR·ELC·PSN·RCK	Deals damage and may scare opponent	LEVEL
BONEMERANG	GRD	10	FIR·ELC·PSN·RCK	Your Pokémon attacks twice	LEVEL
BUBBLE	WTR	30	GRD·RCK	Deals damage and may decrease opponent's Speed temporarily	LEVEL
BUBBLEBEAM	WTR	20	GRD·RCK	Deals damage and may decrease opponent's Speed temporarily	TM 11
CLAMP	WTR	10	FIR·GRD·RCK	Your Pokémon attacks 2 to 5 times in a row	LEVEL
COMET PUNCH	NRM	15		Your Pokémon attacks 2 to 5 times in a row	LEVEL
CONFUSE RAY	GHO	10		Confuses opponent	LEVEL
CONFUSION	PSY	25	FTG·PSN	Confuses opponent	LEVEL
CONSTRICT	NRM	35		Deals damage and may decrease an enemy's Speed	LEVEL
CONVERSION	NRM	30		Your Pokémon switches its type to match the opponent's type	LEVEL
COUNTER	FTG	20		Hits opponent for twice the damage received (works against physical attacks only)	TM 18
CRABHAMMER	WTR	10	FIR·GRD·RCK	Has a good chance for a critical hit	LEVEL
CUT	NRM	30			HM 01
DEFENSE CURL	NRM	40		Increases your Pokémon's Defense temporarily	LEVEL
DIG	GRD	10	FIR·ELC·PSN·RCK	Your Pokémon digs into the ground on the 1st turn, then attacks on the 2nd turn	TM 28
DISABLE	NRM	20		Disables one of your opponent's abilities	LEVEL
DIZZY PUNCH	NRM	10			LEVEL
DOUBLE KICK	FTG	30	NRM·ICE·RCK	Your Pokémon attacks twice	LEVEL
DOUBLE TEAM	NRM	15		Increases your Pokémon's chances of evading attacks	TM 32
DOUBLE-EDGE	NRM	15		Your Pokémon receives 1/4 the damage the opponent receives	TM 10
DOUBLESLAP	NRM	10			LEVEL
DRAGON RAGE	DRG	10		Hits for 40 points of damage	TM 23
DREAM EATER	PSY	15	FTG·PSN	While your opponent Sleeps, your Pokémon absorbs its HP	TM 42
DRILL PECK	FLY	20	GRS·FTG·BUG		LEVEL
EARTHQUAKE	GRD	10	FIR·ELC·PSN·RCK	Not effective on Flying-type Pokémon	TM 26
EGG BOMB	NRM	10			TM 37
EMBER	FIR	25	GRS·ICE·BUG	Deals damage and may burn opponent	LEVEL
EXPLOSION	NRM	5		If successful, defeats opponent in one attack	TM 47
FIRE BLAST	FIR	5	GRS·ICE·BUG	Deals damage and may burn opponent	TM 38
FIRE PUNCH	FIR	15	GRS·ICE·BUG	Deals damage and may burn opponent	LEVEL
FIRE SPIN	FIR	15	GRS·ICE·BUG	Your Pokémon attacks 2 to 5 times in a row	LEVEL
FISSURE	GRD	5		If successful, defeats opponent in one attack (not effective on Flying-type Pokémon)	TM 27
FLAMETHROWER	FIR	15	GRS·ICE·BUG	Deals damage and may burn opponent	LEVEL
FLASH	NRM	20			HM 05
FLY	FLY	15	GRS·FTG·BUG	Your Pokémon flies on 1st turn, then attacks on 2nd turn	HM 02
FOCUS ENERGY	NRM	30		Has a good chance for a critical hit	LEVEL
FURY ATTACK	NRM	20		Your Pokémon attacks 2 to 5 times in a row	LEVEL
FURY SWIPES	NRM	15		Your Pokémon attacks 2 to 5 times in a row	LEVEL
GLARE	NRM	30		Paralyzes opponent	LEVEL
GROWL	NRM	40		Decreases opponent's Attack power temporarily	LEVEL
GROWTH	NRM	40		Increases your Pokémon's Attack power temporarily	LEVEL
GUILLOTINE	NRM	5		If successful, defeats opponent in one attack	LEVEL

Abilities & Attacks

ABILITY	TYPE	PP	VULNERABLE TYPE	EFFECT	LEARN
GUST	FLY	35	GRS·FTG·BUG		LEVEL
HARDEN	NRM	30		Increases your Pokémon's Defense temporarily	LEVEL
HAZE	ICE	30		Cancels all effects on both Pokémon	LEVEL
HEAD BUTT	NRM	15		Deals damage and may scare opponent	LEVEL
HI JUMP KICK	FTG	20	NRM·ICE·RCK	If your Pokémon misses, it receives 1/8 the damage the attack would have dealt	LEVEL
HORN ATTACK	NRM	25			LEVEL
HORN DRILL	NRM	5		If successful, defeats opponent in one attack	TM 07
HYDRO PUMP	WTR	5	FIR·GRD·RCK		LEVEL
HYPER BEAM	NRM	5		Your Pokémon loses one turn	TM 15
HYPER FANG	NRM	15		Deals damage and may scare opponent	LEVEL
HYPNOSIS	PSY	20		Puts opponent to Sleep	LEVEL
ICE BEAM	ICE	10	GRS·GRD·FLY·RCK·DRG	Deals damage and may freeze opponent	TM 13
ICE PUNCH	ICE	15	GRS·GRD·FLY·RCK·DRG	Deals damage and may freeze opponent	LEVEL
JUMP KICK	FTG	25	NRM·ICE·RCK	If your Pokémon misses, it receives 1/8 the damage the attack would have dealt	LEVEL
KARATE CHOP	NRM	25		Has a good chance for a critical hit	LEVEL
KINESIS	PSY	15		Decreases opponent's Accuracy temporarily	LEVEL
LEECH LIFE	BUG	15	GRS·PSY	Your Pokémon absorbs some of opponent's HP	LEVEL
LEECH SEED	GRS	10		Your Pokémon absorbs some of opponent's HP every turn	LEVEL
LEER	NRM	30		Decreases opponent's Defense temporarily	LEVEL
LICK	GHO	30	PSY	Deals damage and may Paralyze opponent	LEVEL
LIGHT SCREEN	PSY	30		Cuts the damage received from Special Attacks by 50%	LEVEL
LOVELY KISS	NRM	10		Puts opponent to Sleep	LEVEL
LOW KICK	FTG	20	NRM·ICE·RCK	Deals damage and may scare opponent	LEVEL
MEDITATE	PSY	40		Increases your Pokémon's Attack power temporarily	LEVEL
MEGA DRAIN	GRS	10	WTR·GRD·RCK	Your Pokémon absorbs HP from the opponent equal to 1/2 the attack damage	TM 21
MEGA KICK	NRM	5			TM 05
MEGA PUNCH	NRM	20			TM 01
METRONOME	NRM	10		TMs used at random	TM 35
MIMIC	NRM	10		Your Pokémon mimics its opponent's last attack	TM 31
MINIMIZE	NRM	20		Increases your Pokémon's chances of evading an attack	LEVEL
MIRROR MOVE	FLY	20		Your Pokémon mimics its opponent's last attack	LEVEL
MIST	ICE	30		Defends against Special Attacks designed to decrease your Pokémon's abilities	LEVEL
NIGHT SHADE	GHO	15		Damage dealt is equal to your Pokémon's experience level	LEVEL
PAY DAY	NRM	20		You receive extra money after the battle	TM 16
PECK	FLY	35	GRS·FTG·BUG		LEVEL
PETAL DANCE	GRS	20	WTR·GRD·RCK	Deals damage, but Confuses your Pokémon	LEVEL
PIN MISSILE	BUG	20	GRS·PSY	Your Pokémon attacks 2 to 5 times in a row	LEVEL
POISON GAS	PSN	40		Poisons opponent	LEVEL
POISON STING	PSN	35	GRS·BUG	Deals damage and may Poison opponent	LEVEL
POISON POWDER	PSN	35		Poisons opponent	LEVEL
POUND	NRM	35			LEVEL
PSYBEAM	PSY	20	FTG·PSN	Deals damage and may Confuse opponent	LEVEL
PSYCHIC	PSY	10	FTG·PSN	Decreases opponent's Special Attack power temporarily	TM 29
PSYWAVE	PSY	15		Damage dealt is equal to 1.5 times your Pokémon's experience level	TM 46
QUICK ATTACK	NRM	30		Your Pokémon attacks first	LEVEL
RAGE	NRM	20		As your Pokémon takes damage, its Attack power increases until the battle is over	TM 20
RAZOR LEAF	GRS	25	WTR·GRD·RCK	Has a good chance for a critical hit	LEVEL
RAZOR WIND	NRM	10		Your Pokémon builds power on the 1st turn, then attacks on the 2nd turn	TM 02
RECOVER	NRM	20		Restores half of your Pokémon's maximum number of HP	LEVEL
REFLECT	PSY	20		Cuts the damage received from physical attacks by 50%	TM 33
REST	PSY	10		If successful, your Pokémon recovers all its HP, then loses 2 turns	TM 44
ROAR	NRM	20		Ends the battle automatically (doesn't work in duels against trainers)	LEVEL
ROCK SLIDE	RCK	10	FIR·FLY·BUG		TM 48
ROCK THROW	RCK	15	FIR·FLY·BUG		LEVEL
ROLLING KICK	FTG	15	NRM·ICE·RCK	Deals damage and may scare opponent	LEVEL

Abilities & Attacks

ABILITY	TYPE	PP	VULNERABLE TYPE	EFFECT	LEARN
SAND-ATTACK	NRM	15		Decreases opponent's Accuracy temporarily	LEVEL
SCRATCH	NRM	30			LEVEL
SCREECH	NRM	40		Decreases opponent's Defense temporarily	LEVEL
SEISMIC TOSS	FTG	20		Damage dealt is equal to your Pokémon's experience level	TM 19
SELF DESTRUCT	NRM	5		Deals damage, but causes your Pokémon to faint	TM 36
SHARPEN	NRM	30		Increases your Pokémon's Attack power temporarily	LEVEL
SING	NRM	15		Puts opponent to Sleep	LEVEL
SKULL BASH	NRM	15		Your Pokémon withdraws its head on the 1st turn, then attacks on the 2nd turn	TM 40
SKY ATTACK	FLY	5	GRS·FTG·BUG	Your Pokémon builds energy on the 1st turn, then attacks on the 2nd turn	TM 43
SLAM	NRM	20			LEVEL
SLASH	NRM	20		Has a good chance for a critical hit	LEVEL
SLEEP POWDER	GRS	15		Puts opponent to Sleep	LEVEL
SLUDGE	PSN	20	GRS·BUG	Deals damage and may Poison opponent	LEVEL
SMOG	PSN	20		Deals damage and may Poison opponent	LEVEL
SMOKESCREEN	NRM	20		Decreases opponent's Accuracy temporarily	LEVEL
SOFTBOILED	NRM	10		Restores half of your Pokémon's maximum number of HP	TM 41
SOLAR BEAM	GRS	10	WTR·GRD·RCK	Your Pokémon builds energy on the 1st turn, then attacks on the 2nd turn	TM 22
SONICBOOM	NRM	20		Deals 20 points of damage	LEVEL
SPIKE CANNON	NRM	15		Your Pokémon attacks 2 to 5 times in a row	LEVEL
SPLASH	NRM	40			LEVEL
SPORE	GRS	15		Puts opponent to Sleep	LEVEL
STOMP	NRM	20		Deals damage and may scare opponent	LEVEL
STRENGTH	NRM	15			HM 04
STRING SHOT	BUG	40		Decreases opponent's Speed temporarily	LEVEL
STRUGGLE	NRM	10		Can be used when all PP is gone, but your Pokémon receives 1/4 the damage dealt	LEVEL
STUN SPORE	GRS	30		Paralyzes opponent	LEVEL
SUBMISSION	FTG	25	NRM·ICE·RCK	Your Pokémon receives 1/4 the damage the opponent receives	TM 17
SUBSTITUTE	NRM	10		Your Pokémon creates clones of itself, which then fight automatically	TM 50
SUPER FANG	NRM	10		Cuts opponent's HP in half	LEVEL
SUPERSONIC	NRM	20		Confuses opponent	LEVEL
SURF	WTR	15	FIR·GRD·RCK		HM 03
SWIFT	NRM	20			TM 39
SWORDS DANCE	NRM	30		Increases your Pokémon's Attack power temporarily	TM 03
TACKLE	NRM	35			LEVEL
TAIL WHIP	NRM	30		Decreases opponent's Defense temporarily	LEVEL
TAKE DOWN	NRM	20		Your Pokémon receives 1/4 the damage the opponent receives	TM 09
TELEPORT	PSY	20		Ends the battle automatically (doesn't work in duels against trainers)	TM 30
THRASH	NRM	20		Deals damage but Confuses your Pokémon	LEVEL
THUNDER	ELC	10	WTR·FLY	Deals damage and may Paralyze opponent	TM 25
THUNDER WAVE	ELC	20		Paralyzes opponent	TM 45
THUNDERBOLT	ELC	15	WTR·FLY	Deals damage and may Paralyze opponent	TM 24
THUNDERPUNCH	ELC	15	WTR·FLY	Deals damage and may Paralyze opponent	LEVEL
THUNDERSHOCK	ELC	30	WTR·FLY	Deals damage and may Paralyze opponent	LEVEL
TOXIC	PSN	10		Poisons opponent (damage dealt increases with each turn)	TM 06
TRANSFORM	NRM	10		Transforms your Pokémon into a copy of its opponent	LEVEL
TRI ATTACK	NRM	10			TM 49
TWINEEDLE	BUG	20	GRS·PSY	Your Pokémon attacks twice, attack may Poison opponent	LEVEL
VICEGRIP	NRM	30			LEVEL
VINE WHIP	GRS	10	WTR·GRD·RCK		LEVEL
WATER GUN	WTR	25	FIR·GRD·RCK		TM 12
WATERFALL	WTR	15	FIR·GRD·RCK		LEVEL
WHIRLWIND	NRM	20		Ends the battle automatically (doesn't work in duels against trainers)	TM 04
WING ATTACK	FLY	35	GRS·FTG·BUG		LEVEL
WITHDRAW	WTR	40		Increases your Pokémon's Defense temporarily	LEVEL
WRAP	NRM	20		Your Pokémon attacks 2 to 5 times in a row	LEVEL

Technical & Hidden Machine List

TM HM	PRICE	PLACE	ABILITY	TM HM	PRICE	PLACE	ABILITY
TM 01	3,000	MT. MOON, CELADON DEPT. STORE	MEGA PUNCH	TM 29		SAFFRON CITY	PSYCHIC
TM 02	2,000	CELADON DEPT. STORE, GAME CORNER	RAZOR WIND	TM 30		ROUTE 9	TELEPORT
TM 03		SAFFRON CITY-SILPH CO.	SWORDS DANCE	TM 31		SAFFRON CITY	MIMIC
TM 04		ROUTE 4	WHIRLWIND	TM 32	1,000	FUCHSIA CITY, CELADON DEPT. STORE	DOUBLE TEAM
TM 05	3,000	VICTORY ROAD, CELADON DEPT. STORE	MEGA KICK	TM 33	1,000	POWER PLANT, CELADON DEPT. STORE	REFLECT
TM 06		FUCHSIA CITY-POKéMON GYM	TOXIC	TM 34		PEWTER CITY-POKéMON GYM	BIDE
TM 07	2,000	CELADON CITY, GAME CORNER	HORN DRILL	TM 35		CINNABAR ISLAND-POKéMON LAB	METRONOME
TM 08		VERMILION CITY-S.S. ANNE	BODY SLAM	TM 36		SAFFRON CITY-SILPH CO.	SELF DESTRUCT
TM 09	3,000	SAFFRON CITY, CELADON DEPT. STORE	TAKE DOWN	TM 37	2,000	FUCHSIA CITY, CELADON DEPT. STORE	EGG BOMB
TM 10		CELADON CITY, GAME CORNER	DOUBLE-EDGE	TM 38		CINNABAR ISLAND-POKéMON GYM	FIRE BLAST
TM 11		CERULEAN CITY-POKéMON GYM	BUBBLEBEAM	TM 39		ROUTE 12-LOOKOUT STATION	SWIFT
TM 12		MT. MOON-CAVE	WATER GUN	TM 40		FUCHSIA CITY-SAFARI ZONE	SKULL BASH
TM 13		CELADON DEPT. STORE	ICE BEAM	TM 41		CELADON CITY	SOFTBOILED
TM 14		CINNABAR ISLAND	BLIZZARD	TM 42		VIRIDIAN CITY	DREAM EATER
TM 15		CELADON CITY	HYPER BEAM	TM 43		VICTORY ROAD	SKY ATTACK
TM 16		ROUTE 12	PAY DAY	TM 44		VERMILION CITY-S.S. ANNE	REST
TM 17	3,000	VICTORY ROAD, CELADON DEPT. STORE	SUBMISSION	TM 45		ROUTE 24	THUNDER WAVE
TM 18		CELADON DEPT. STORE	COUNTER	TM 46		SAFFRON CITY-POKéMON GYM	PSYWAVE
TM 19		ROUTE 25	SEISMIC TOSS	TM 47		VICTORY ROAD	EXPLOSION
TM 20		ROUTE 15	RAGE	TM 48		CELADON DEPT. STORE	ROCK SLIDE
TM 21		CELADON CITY-POKéMON GYM	MEGA DRAIN	TM 49		CELADON DEPT. STORE	TRI ATTACK
TM 22		CINNABAR ISLAND	SOLARBEAM	TM 50		CELADON CITY	SUBSTITUTE
TM 23		CELADON CITY	DRAGON RAGE	HM 01		S.S. ANNE	CUT
TM 24		VERMILION CITY-VERMILION GYM	THUNDERBOLT	HM 02		ROUTE 16	FLY
TM 25		POWER PLANT	THUNDER	HM 03		FUCHSIA CITY-SAFARI ZONE	SURF
TM 26		SAFFRON CITY-SILPH CO.	EARTHQUAKE	HM 04		FUCHSIA CITY	STRENGTH
TM 27		VIRIDIAN CITY-POKéMON GYM	FISSURE	HM 05		ROUTE 2	FLASH
TM 28		CERULEAN CITY	DIG				

Technical & Hidden Machine Chart

	TM & HM ▷ POKéMON	01 MEGA PUNCH NRM	02 RAZOR WIND NRM	03 SWORDS DANCE NRM	04 WHIRLWIND NRM	05 MEGA KICK NRM	06 TOXIC PSN	07 HORN DRILL NRM	08 BODY SLAM NRM	09 TAKE DOWN NRM	10 DOUBLE-EDGE NRM	11 BUBBLEBEAM WTR	12 WATER GUN WTR	13 ICE BEAM ICE	14 BLIZZARD ICE	15 HYPER BEAM NRM	16 PAY DAY NRM	17 SUBMISSION FTG	18 COUNTER FTG	19 SEISMIC TOSS FTG	20 RAGE NRM	21 MAGA DRAIN GRS	22 SOLARBEAM GRS	23 DRAGON RAGE DRG	24 THUNDERBOLT ELC	25 THUNDER ELC	26 EARTHQUAKE GRD	27 FISSURE GRD	28 DIG GRD	29 PSYCHIC PSY	30 TELEPORT PSY	31 MIMIC NRM	32 DOUBLE TEAM NRM	33 REFLECT PSY	34 BIDE NRM	35 METORONOME NRM	36 SELFDESTRUCT NRM	37 EGG BOMB NRM	38 FIRE BLAST FIR	39 SWIFT NRM	40 SKULL BASH NRM	41 SOFTBOILED NRM	42 DREAM EATER PSY	43 SKY ATTACK FLY	44 REST PSY	45 THUNDER WAVE ELC	46 PSYWAVE PSY	47 EXPLOSION NRM	48 ROCK SLIDE RCK	49 TRI ATTACK NRM	50 SUBSTITUTE NRM	01 CUT NRM	02 FLY FLY	03 SURF WTR	04 STRENGTH NRM	05 FLASH NRM
1	BULBASAUR			●			🟠		●	●	●										●	🟠	🟠									●	●	●	●										●						●	●				
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3	VENUSAUR			●			🟠		●	●	●					●					●	🟠	🟠									●	●	●	●										●						●	●				
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8	WARTORTLE	●				●	●		●	●	●	🟠	🟠	●	●			●	●	●	●								●			●	●	●	●						●				●						●			🟠	●	
9	BLASTOISE	●				●	●		●	●	●	🟠	🟠	●	●	●		●	●	●	●						●	●	●			●	●	●	●						●				●						●			🟠	●	
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11	METAPOD																																																							
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13	WEEDLE																																																							
14	KAKUNA																																																							
15	BEEDRILL			●			🟠			●	●					●					●	●										●	●	●	●					●	●				●						●	●				
16	PIDGEY		🟠		🟠		●			🟠	🟠										🟠											🟠	🟠	●	🟠		●	●	●	🟠				🟠	●						🟠		🟠			
17	PIDGEOTTO		🟠		🟠		●			🟠	🟠										🟠											🟠	🟠	●	🟠		●	●	●	🟠				🟠	●						🟠		🟠			
18	PIDGEOT		🟠		🟠		●			🟠	🟠					🟠					🟠											🟠	🟠	●	🟠		●	●	●	🟠				🟠	●						🟠		🟠			
19	RATTATA						●		🟠	🟠	🟠	●	●		●						🟠				●	●			●			🟠	🟠		🟠					🟠	🟠				●						●					
20	RATICATE						●		🟠	🟠	🟠	●	●	●	●	🟠					🟠				●	●			●			🟠	🟠		🟠					🟠	🟠				●						●					
21	SPEAROW		🟠		🟠		●			🟠	🟠										🟠											🟠	🟠		🟠					🟠				🟠	●						🟠		🟠			
22	FEAROW		🟠		🟠		●			🟠	🟠					🟠					🟠											🟠	🟠		🟠					🟠				🟠	●						🟠		🟠			
23	EKANS						🟠		●	●	●										●	●					●	●	●			●	●		●						●				●				●		●				●	
24	ARBOK						🟠		●	●	●					●					●	●					●	●	●			●	●		●						●				●				●		●				●	
25	PIKACHU	●				●	●		●	●	●						●	●		●	●				🟠	🟠						●	●	●	●					●	●				●	🟠					●					●
26	RAICHU	●				●	●		●	●	●					●	●	●		●	●				🟠	🟠						●	●	●	●					●	●				●	🟠					●					●
27	SANDSHREW			●			●		●	●	●							●		●	●						🟠	🟠	🟠			●	●		●					●	●				●				●		●	●			●	
28	SANDSLASH			●			●		●	●	●					●		●		●	●						🟠	🟠	🟠			●	●	●	●					●	●				●				●		●	●			●	
29	NIDORAN ♀						🟠		●	●	●				●						●				●	●						●	●	●	●						●				●						●					
30	NIDORINA						🟠	●	●	●	●	●	●	●	●						●				●	●						●	●	●	●						●				●						●					
31	NIDOQUEEN	●				●	🟠	●	●	●	●	●	●	●	●	●	●	●	●	●	●				●	●	🟠	🟠				●	●	●	●				●		●				●				●		●			●	●	
32	NIDORAN ♂						🟠	●	●	●	●				●						●				●	●						●	●	●	●						●				●						●					
33	NIDORINO						🟠	●	●	●	●	●	●	●	●						●				●	●						●	●	●	●						●				●						●					
34	NIDOKING	●				●	🟠	●	●	●	●	●	●	●	●	●	●	●	●	●	●				●	●	🟠	🟠				●	●	●	●				●		●				●				●		●			●	●	
35	CLEFAIRY	🟠				🟠	●		🟠	🟠	🟠	●	●	●	●			●	●	●	🟠		●		●	●				●	●	🟠	🟠	●	🟠	🟠			●		🟠				●	●	●			🟠	🟠				🟠	🟠
36	CLEFABLE	🟠				🟠	●		🟠	🟠	🟠	●	●	●	●	🟠		●	●	●	🟠		●		●	●				●	●	🟠	🟠	●	🟠	🟠			●		🟠				●	●	●			🟠	🟠				🟠	🟠
37	VULPIX						●		●	●	●										●								●			●	●	●	●				🟠	●	●				●						●					
38	NINETALES						●		●	●	●					●					●								●			●	●	●	●				🟠	●	●				●						●					
39	JIGGLYPUFF	🟠				🟠	●		🟠	🟠	🟠	●	●	●	●			●	●	●	🟠		●		●	●				●	●	🟠	🟠	●	🟠				●		🟠				●	●	●			🟠	🟠				🟠	🟠
40	WIGGLYTUFF	🟠				🟠	●		🟠	🟠	🟠	●	●	●	●	🟠		●	●	●	🟠		●		●	●				●	●	🟠	🟠	●	🟠				●		🟠				●	●	●			🟠	🟠				🟠	🟠
41	ZUBAT		●		●		🟠			●	●										●	●										●	●		●					●					●						●					
42	GOLBAT		●		●		🟠			●	●					●					●	●										●	●		●					●					●						●					
43	ODDISH			●			🟠			●	●										●	🟠	🟠									●	●	●	●										●						●	●				
44	GLOOM			●			🟠			●	●										●	🟠	🟠									●	●	●	●										●						●	●				
45	VILEPLUME			●			🟠		●	●	●					●					●	🟠	🟠									●	●	●	●										●						●	●				
46	PARAS			●			●		●	●	●										●	🟠	🟠						●			●	●	●	●						●				●						●	●				
47	PARASECT			●			●		●	●	●					●					●	🟠	🟠						●			●	●	●	●						●				●						●	●				
48	VENONAT						🟠			●	●										●	●	●							●		●	●	●	●										●		●				●					
49	VENOMOTH		●			●	🟠			●	●					●					●	●	●							●	●	●	●	●	●					●					●		●				●					
50	DIGLETT						●		●	●	●										●						🟠	🟠	🟠			●	●		●										●				●		●					

Technical & Hidden Machine Chart

TM & HM POKéMON	01 MEGA PUNCH NRM	02 RAZOR WIND NRM	03 SWORDS DANCE NRM	04 WHIRLWIND NRM	05 MEGA KICK NRM	06 TOXIC PSN	07 HORN DRILL NRM	08 BODY SLAM NRM	09 TAKE DOWN NRM	10 DOUBLE-EDGE NRM	11 BUBBLEBEAM WTR	12 WATER GUN WTR	13 ICE BEAM ICE	14 BLIZZARD ICE	15 HYPER BEAM NRM	16 PAY DAY NRM	17 SUBMISSION FTG	18 COUNTER FTG	19 SEISMIC TOSS FTG	20 RAGE NRM	21 MAGA DRAIN GRS	22 SOLARBEAM GRS	23 DRAGON RAGE DRG	24 THUNDERBOLT ELC	25 THUNDER ELC	26 EARTHQUAKE GRD	27 FISSURE GRD	28 DIG GRD	29 PSYCHIC PSY	30 TELEPORT PSY	31 MIMIC NRM	32 DOUBLE TEAM NRM	33 REFLECT PSY	34 BIDE NRM	35 METORONOME NRM	36 SELFDESTRUCT NRM	37 EGG BOMB NRM	38 FIRE BLAST FTG	39 SWIFT NRM	40 SKULL BASH NRM	41 SOFTBOILED NRM	42 DREAM EATER PSY	43 SKY ATTACK FLY	44 REST PSY	45 THUNDER WAVE ELC	46 PSYWAVE PSY	47 EXPLOSION NRM	48 ROCK SLIDE RCK	49 TRI ATTACK NRM	50 SUBSTITUTE NRM	01 CUT NRM	02 FLY FLY	03 SURF WTR	04 STRENGTH NRM	05 FLASH NRM
51 DUGTRIO						●		●	●	●					●					●						🟠	🟠	🟠			●	●		●										●				●		●					
52 MEOWTH						●		🟠	🟠	🟠	●	●				🟠				🟠				●	●						🟠	🟠		🟠					🟠	🟠				●						🟠					
53 PERSIAN						●		🟠	🟠	🟠	●	●			🟠	🟠				🟠				●	●						🟠	🟠		🟠					🟠	🟠				●						🟠					
54 PSYDUCK	●				●	●		●	●	●	🟠	🟠	●	●		●	●	●	●	●								●			●	●		●					●	●				●						●			🟠	●	
55 GOLDUCK	●				●	●		●	●	●	🟠	🟠	●	●	●	●	●	●	●	●								●			●	●		●					●	●				●						●			🟠	●	
56 MANKEY	●				●	●		●	●	●						●	🟠	🟠	🟠	●				●	●			●			●	●		●	●				●	●				●				●		●				●	
57 PRIMEAPE	●				●	●		●	●	●					●	●	🟠	🟠	🟠	●				●	●			●			●	●		●	●				●	●				●				●		●				●	
58 GROWLITHE						●		●	●	●										●			●					●			●	●	●	●				🟠	●	●				●						●					
59 ARCANINE						●		●	●	●					●					●			●					●		●	●	●	●	●				🟠	●	●				●						●					
60 POLIWAG						●		●	●	●	🟠	🟠	●	●						●									●		●	●		●						●				●		●				●			🟠		
61 POLIWHIRL	●				●	●		●	●	●	🟠	🟠	●	●			●	●	●	●						●	●		●		●	●		●	●					●				●		●				●			🟠	●	
62 POLIWRATH	●				●	●		●	●	●	🟠	🟠	●	●	●		●	●	●	●						●	●		●		●	●		●	●					●				●		●				●			🟠	●	
63 ABRA	●				●	●		●	●	●							●	●	●	●									🟠	🟠	●	●	🟠	●	●					●				🟠	●	🟠			●	●					●
64 KADABRA	●				●	●		●	●	●							●	●	●	●								●	🟠	🟠	●	●	🟠	●	●					●				🟠	●	🟠			●	●					●
65 ALAKAZAM	●				●	●		●	●	●					●		●	●	●	●								●	🟠	🟠	●	●	🟠	●	●					●				🟠	●	🟠			●	●					●
66 MACHOP	●				●	●		●	●	●							🟠	🟠	🟠	●						●	●	●			●	●		●	●			●		●				●				●		●				●	
67 MACHOKE	●				●	●		●	●	●							🟠	🟠	🟠	●						●	●	●			●	●		●	●			●		●				●				●		●				●	
68 MACHAMP	●				●	●		●	●	●					●		🟠	🟠	🟠	●						●	●	●			●	●		●	●			●		●				●				●		●				●	
69 BELLSPROUT			●			🟠			●	●										●	🟠	🟠									●	●	●	●										●						●	●				
70 WEEPINBELL			●			🟠			●	●										●	🟠	🟠									●	●	●	●										●						●	●				
71 VICTREEBEL			●			🟠		●	●	●					●					●	🟠	🟠									●	●	●	●										●						●	●				
72 TENTACOOL			●			🟠			●	●	🟠	🟠	●	●						●	●										●	●	●	●						●				●						●	●		🟠		
73 TENTACRUEL			●			🟠			●	●	🟠	🟠	●	●	●					●	●										●	●	●	●						●				●						●	●		🟠		
74 GEODUDE	●					●		●	●	●							●	●	●	●						🟠	🟠	🟠			●	●		●	●	●		●						●			●	🟠		●				●	
75 GRAVELER	●					●		●	●	●							●	●	●	●						🟠	🟠	🟠			●	●		●	●	●		●						●			●	🟠		●				●	
76 GOLEM	●				●	●		●	●	●					●		●	●	●	●						🟠	🟠	🟠			●	●		●	●	●		●						●			●	🟠		●				●	
77 PONYTA						●	●	●	●	●										●											●	●	●	●				🟠	●	●				●						●					
78 RAPIDASH						●	●	●	●	●					●					●											●	●	●	●				🟠	●	●				●						●					
79 SLOWPOKE						●		●	●	●	🟠	🟠	●	●		●				●						●	●	●	🟠	🟠	●	●	🟠	●				●	●	●				🟠	●	🟠			●	●			🟠	●	●
80 SLOWBRO	●				●	●		●	●	●	🟠	🟠	●	●	●	●	●	●	●	●						●	●	●	🟠	🟠	●	●	🟠	●				●	●	●				🟠	●	🟠			●	●			🟠	●	●
81 MAGNEMITE						●			●	●										●				🟠	🟠					●	●	●	●	●					●					●	🟠					●					●
82 MAGNETON						●			●	●					●					●				🟠	🟠					●	●	●	●	●					●					●	🟠					●					●
83 FARFETCH'D		🟠	🟠	🟠		●		🟠	🟠	🟠										🟠											🟠	🟠	●	🟠					🟠	🟠				●						🟠	🟠	🟠			
84 DODUO				🟠		●		🟠	🟠	🟠										🟠											🟠	🟠	●	🟠						🟠			🟠	●					🟠	🟠		🟠			
85 DODRIO				🟠		●		🟠	🟠	🟠					🟠					🟠											🟠	🟠	●	🟠						🟠			🟠	●					🟠	🟠		🟠			
86 SEEL						●	●	●	●	●	🟠	🟠	●	●		●				●											●	●		●						●				●						●			🟠	●	
87 DEWGONG						●	●	●	●	●	🟠	🟠	🟠	🟠	●	●				●											●	●		●						●				●						●			🟠	●	
88 GRIMER						🟠		●												●	●			●	●						●	●		●		●		●						●			●			●					
89 MUK						🟠		●							●					●	●			●	●						●	●		●		●		●						●			●			●					
90 SHELLDER						●			●	●	🟠	🟠	●	●						●										●	●	●	●	●		●			●					●			●		●	●			🟠		
91 CLOYSTER						●			●	●	🟠	🟠	🟠	🟠	●					●										●	●	●	●	●		●			●					●			●		●	●			🟠		
92 GASTLY						🟠														●	●			●	●				●		●	●		●		●		●				●		●		●	●			●					
93 HAUNTER						🟠														●	●			●	●				●		●	●		●		●		●				●		●		●	●			●					
94 GENGAR	●				●	🟠		●	●	●					●		●	●	●	●	●			●	●				●		●	●		●	●	●				●		●		●		●	●			●				●	
95 ONIX						●		●	●	●										●						🟠	🟠	🟠			●	●		●		●				●				●			●	🟠		●				●	
96 DROWZEE	●				●	●		●	●	●							●	●	●	●									🟠	🟠	●	●	🟠	●	●					●		🟠		🟠	●	🟠			●	●					●
97 HYPNO	●				●	●		●	●	●					●		●	●	●	●									🟠	🟠	●	●	🟠	●	●					●		🟠		🟠	●	🟠			●	●					●
98 KRABBY			●			●		●	●	●	🟠	🟠	●	●						●											●	●		●										●						●	●		🟠	●	
99 KINGLER			●			●		●	●	●	🟠	🟠	●	●	●					●											●	●		●										●						●	●		🟠	●	
100 VOLTORB						●			●															🟠	🟠					●	●	●	●	●		●			●					●	●		●			●					●

Technical & Hidden Machine Chart

TM & HM	01 MEGA PUNCH	02 RAZOR WIND	03 SWORDS DANCE	04 WHIRLWIND	05 MEGA KICK	06 TOXIC	07 HORN DRILL	08 BODY SLAM	09 TAKE DOWN	10 DOUBLE-EDGE	11 BUBBLEBEAM	12 WATER GUN	13 ICE BEAM	14 BLIZZARD	15 HYPER BEAM	16 PAY DAY	17 SUBMISSION	18 COUNTER	19 SEISMIC TOSS	20 RAGE	21 MAGA DRAIN	22 SOLARBEAM	23 DRAGON RAGE	24 THUNDERBOLT	25 THUNDER	26 EARTHQUAKE	27 FISSURE	28 DIG	29 PSYCHIC	30 TELEPORT	31 MIMIC	32 DOUBLE TEAM	33 REFLECT	34 BIDE	35 METORONOME	36 SELFDESTRUCT	37 EGG BOMB	38 FIRE BLAST	39 SWIFT	40 SKULL BASH	41 SOFTBOILED	42 DREAM EATER	43 SKY ATTACK	44 REST	45 THUNDER WAVE	46 PSYWAVE	47 EXPLOSION	48 ROCK SLIDE	49 TRI ATTACK	50 SUBSTITUTE	01 CUT	02 FLY	03 SURF	04 STRENGTH	05 FLASH
POKéMON	NRM	NRM	NRM	NRM	NRM	PSN	NRM	NRM	NRM	NRM	WTR	WTR	ICE	ICE	NRM	NRM	FTG	FTG	FTG	NRM	GRS	GRS	DRG	ELC	ELC	GRD	GRD	GRD	PSY	PSY	NRM	NRM	PSY	NRM	NRM	NRM	NRM	FIR	NRM	NRM	NRM	PSY	FLY	PSY	ELC	PSY	NRM	RCK	NRM	NRM	NRM	FLY	WTR	NRM	NRM
101 ELECTRODE						●			●						●									🟠	🟠					●	●	●	●	●		●			●	●				●	🟠		●			●					●
102 EXEGGCUTE						●			●	●										●									🟠	🟠	●	●	🟠	●		●	●							🟠		🟠	●			●					
103 EXEGGUTOR						●			●	●					●					●	🟠	🟠							🟠	🟠	●	●	🟠	●		●	●							🟠		🟠	●			●				●	
104 CUBONE	●				●	●		●	●	●	●	●	●	●			●	●	●	●						🟠	🟠	🟠			●	●		●				●		●				●						●				●	
105 MAROWAK	●				●	●		●	●	●	●	●	●	●	●		●	●	●	●						🟠	🟠	🟠			●	●		●				●		●				●						●				●	
106 HITMONLEE	●				●	●		●	●	●							🟠	🟠	🟠	●											●	●		●	●				●	●				●						●				●	
107 HITMONCHAN	●				●	●		●	●	●							🟠	🟠	🟠	●											●	●		●	●				●	●				●						●				●	
108 LICKITUNG	🟠		🟠		🟠	●		🟠	🟠	🟠	●	●	●	●	🟠		●	●	●	🟠				●	●	●	●				🟠	🟠		🟠				●		🟠				●						🟠	🟠		●	🟠	
109 KOFFING						🟠														●				●	●						●	●		●		●		●						●			●			●					
110 WEEZING						🟠									●					●				●	●						●	●		●		●		●						●			●			●					
111 RHYHORN						●	●	●	●	●										●				●	●	🟠	🟠	🟠			●	●		●				●		●				●				🟠		●				●	
112 RHYDON	●				●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●				●	●	🟠	🟠	🟠			●	●		●				●		●				●				🟠		●			●	●	
113 CHANSEY	🟠				🟠	●		🟠	🟠	🟠	●	●	●	●	🟠		●	●	●	🟠		●		●	●				●	●	🟠	🟠	●	🟠	🟠		🟠	●		🟠	🟠			●	●	●			🟠	🟠				🟠	🟠
114 TANGELA			●			●		●	●	●					●					●	🟠	🟠									●	●		●						●				●						●	●				
115 KANGASKHAN	🟠				🟠	●		🟠	🟠	🟠	●	●	●	●	🟠		●	●	●	🟠				●	●	●	●				🟠	🟠		🟠				●		🟠				●				●		🟠			●	🟠	
116 HORSEA						●			●	●	🟠	🟠	●	●						●											●	●		●					●	●				●						●			🟠		
117 SEADRA						●			●	●	🟠	🟠	●	●	●					●											●	●		●					●	●				●						●			🟠		
118 GOLDEEN						●	●		●	●	🟠	🟠	●	●						●											●	●		●					●	●				●						●			🟠		
119 SEAKING						●	●		●	●	🟠	🟠	●	●	●					●											●	●		●					●	●				●						●			🟠		
120 STARYU						●			●	●	🟠	🟠	●	●						●				●	●				●	●	●	●	●	●					●	●				●	●	●			●	●			🟠		●
121 STARMIE						●			●	●	🟠	🟠	●	●	●					●				●	●				🟠	🟠	●	●	🟠	●					●	●				🟠	●	🟠			●	●			🟠		●
122 MR.MIME	●				●	●		●	●	●					●		●	●	●	●		●		●	●				🟠	🟠	●	●	🟠	●	●					●				🟠	●	🟠				●					●
123 SCYTHER			●			●			●	●					●					●											●	●		●					●	●				●						●	●				
124 JYNX	●				●	●		●	●	●	●	●	🟠	🟠	●		●	●	●	●									🟠	🟠	●	●	🟠	●	●					●				🟠		🟠				●					
125 ELECTABUZZ	●				●	●		●	●	●					●		●	●	●	●				🟠	🟠				●	●	●	●	●	●	●				●	●				●	🟠	●				●				●	●
126 MAGMAR	●				●	●		●	●	●					●		●	●	●	●									●	●	●	●		●	●			🟠		●				●		●				●				●	
127 PINSIR			●			●		●	●	●					●		●		●	●											●	●		●										●						●	●				
128 TAUROS						●	🟠	🟠	🟠	🟠			●	●	🟠					🟠				●	●	●	●				🟠	🟠		🟠				●		🟠				●						🟠				🟠	
129 MAGIKARP																																																							
130 GYARADOS						●		●	●	●	🟠	🟠	●	●	●					●			●	●	●						●	●	●	●				●		●				●						●			🟠	●	
131 LAPRAS						●	●	●	●	●	🟠	🟠	🟠	🟠	●					●		●	●	●	●				●		●	●	●	●						●				●		●				●			🟠	●	
132 DITTO																																																							
133 EEVEE						●		🟠	🟠	🟠			●							🟠											🟠	🟠	●	🟠					🟠	🟠				●						🟠					
134 VAPOREON						●		●	●	●	🟠	🟠		●	●					●											●	●	●	●					●	●				●						●			🟠		
135 JOLTEON						●		●	●	●					●					●				🟠	🟠						●	●	●	●					●	●				●	🟠					●					●
136 FLAREON						●		●	●	●			●		●					●											●	●	●	●				🟠	●	●				●						●					
137 PORYGON						●			🟠	🟠			●	●	🟠					🟠				●	●				●	●	🟠	🟠	●	🟠					🟠	🟠				●	●	●			🟠	🟠					🟠
138 OMANYTE						●		●	●	●	🟠	🟠	●	●						●											●	●	●	●										●						●			🟠		
139 OMASTAR						●	●	●	●	●	🟠	🟠	●	●	●		●		●	●											●	●	●	●						●				●						●			🟠		
140 KABUTO						●		●	●	●	🟠	🟠	●	●						●											●	●	●	●										●						●			🟠		
141 KABUTOPS		●	●		●	●		●	●	●	🟠	🟠		●	●		●		●	●											●	●	●	●						●				●						●			🟠		
142 AERODACTYL		●		●		●			●	●			●		●					●			●								●	●	●	●				●	●				🟠	●						●		🟠			
143 SNORLAX	🟠				🟠	●		🟠	🟠	🟠	●	●	🟠	●	🟠	🟠	●	●	●	🟠		●		●	●	●	●		●		🟠	🟠	●	🟠	🟠	🟠		●		🟠				●		●		●		🟠			●	🟠	
144 ARTICUNO		●		●		●			●	●	●	●		🟠	●					●											●	●	●	●					●				🟠	●						●		🟠			
145 ZAPDOS		●		●		●			●	●					●					●				🟠	🟠						●	●	●	●					●				🟠	●	🟠					●		🟠			●
146 MOLTRES		●		●		●			●	●			●		●					●											●	●	●	●				🟠	●				🟠	●						●		🟠			
147 DRATINI						●		●	●	●	●	●	●	●						●			🟠	●	●						●	●	●	●				●	●	●				●	●					●			●		
148 DRAGONAIR						●	●	●	●	●	●	●	●	●						●			🟠	●	●						●	●	●	●				●	●	●				●	●					●			●		
149 DRAGONITE		●				●	●	●	●	●	●	●	●	●	●					●			🟠	●	●						●	●	●	●				●	●	●				●	●					●			●	●	
150 MEWTWO	●				●	●		●	●	●	●	●		●	●		●	●	●	●		●		●	●				🟠	🟠	●	●	🟠	●	●	●		●		●				🟠	●	🟠			●	●				●	●

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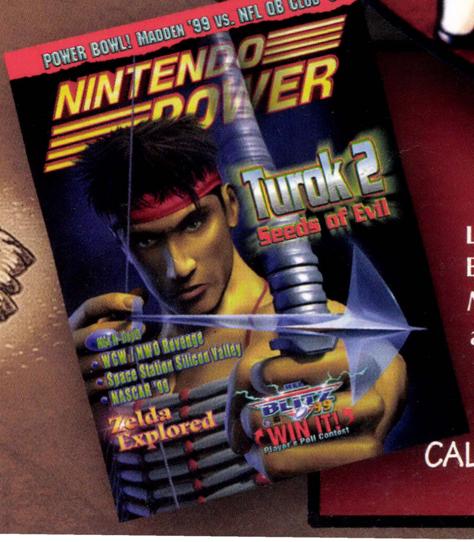
Gotta catch 'em all!™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